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NOVEMBER '97

ISSUE #103

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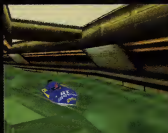


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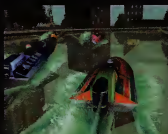
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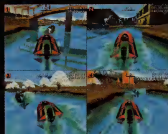
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Diddy Kong Racing



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Zelda 64

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You've waited for this for years and now, the wait is almost over! Check out page 24!

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Sonic Jam

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The little blue guy comes back for his swan song on page 30.

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JET MOTO 2



046

EXTREME G



050

BUSHIDO BLADE



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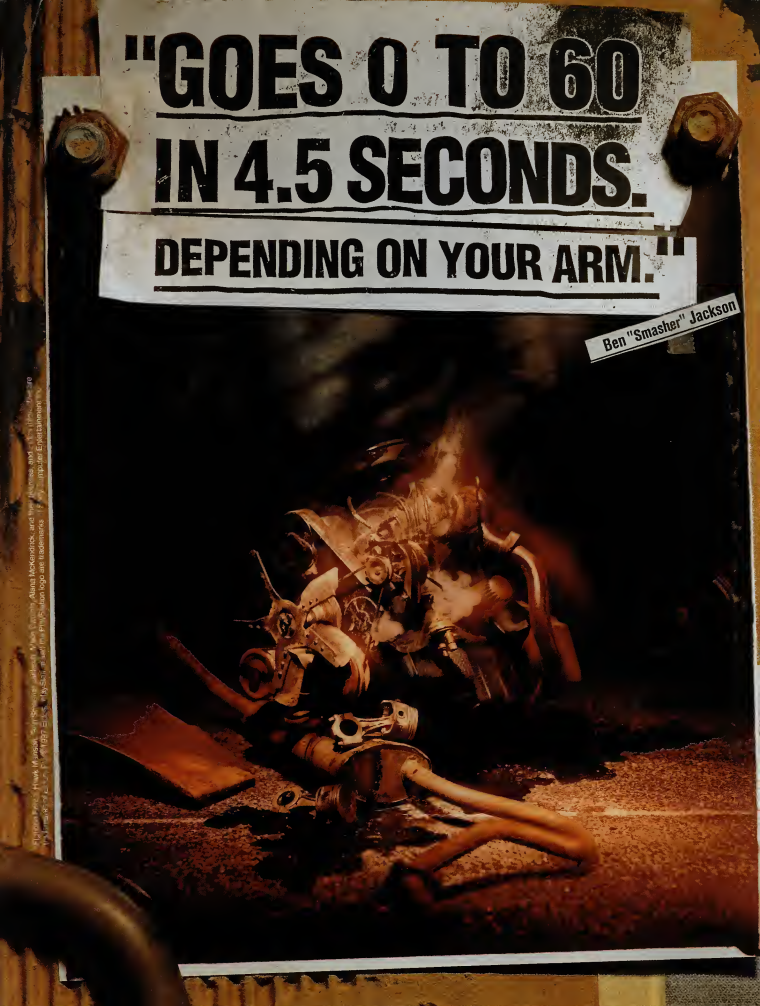
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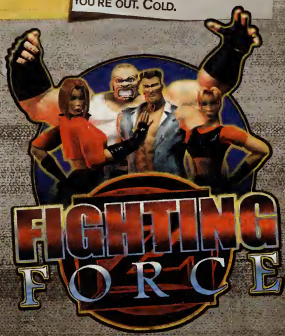


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WELCOME TO UGP 103



It's about this time of the month when Bill says to me, "Frank, (insert gruff voice here) git yer butt over here and be funny right now — and make it Thanksgiving-related." Well, I'm foreign and Thanksgiving is a new

concept, so basically, thanks. For, er, stuff. And thanks for reading the magazine. On a slightly different note, I'd like to apologize to Atlas for incorrectly stating last month that Ogre Battle was a Saturn game — it is, of course, for PlayStation and you should check it out. Oh, I just heard that Thanksgiving involves eating a lot of turkey. Cool. >>> **FRANK**

NOVEMBER '97

Editor In Chief
● **Frank O'Connor**

Art Director
● **Debbie Wells**

Managing Editor
● **Bill Donohue**

Senior Editor
● **Mike Salmon**

Associate Editors
● **Roger Burchill**,
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● **Eric Castellanos**

Graphic Artist
● **Lisa Chido**

Web Director
● **Eric Marcoullier**

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● **Jason Montes**

Associate Web Editor
● **Nancy Nelson**

Dig Editor
● **Rick Sanchez**

Director of CD-ROM Development
● **Tom Hale**

New Media Business Development Manager
● **Mary Hopkin**

Imagine Publishing, Inc.
Editorial, Art, Production, Advertising,
& Marketing
150 North Hill Drive
Brea, CA 92605
Phone: (415) 458-4684
Fax: (415) 458-4686

Customer Service
Phone: (800) 456-0958

For Advertising Inquiries, Call
ALDO GHIOZZI, National Ad Mgr.
Phone: (415) 458-4684 x 156
Fax: (415) 458-4686

Advertising Coordinator
● **Katie Cole**
Marketing
● **Larae Brown**

VP/Publishing Director
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● **Tom Valentino**

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frank o'connor

foconnor@ultragg.com
Editor Frank O'Connor's fondest
Thanksgiving memory concerns the first
time his family had turkey. "Well, it was
actually a sheep with feathers stuck in
it, but at least it was cooked."

roger burchill

rburchill@ultragg.com
Reviews Editor Roger Burchill likes lots of
gravy with his turkey. "There's just
something about nice, warm gravy that's so
satisfying. I'll even raid the refrigerator later
that night for a glass or two."

mike salmon

nsalmon@ultragg.com
Senior Editor Mike Salmon always watches
every single college game played on
Thanksgiving. "Mom usually serves the bird
at halftime, and the mashed potatoes and
vegetables at the two minute warning."

francesca reyes

freyes@ultragg.com
Associate Editor Francesca Reyes thinks of
Thanksgiving dinner as a kind of RPG. "Sure,
you want the turkey, but every time you try
to get it, you have to fight for the stuffing
and salad first."

bill donohue

bdonohue@ultragg.com
Managing Editor Bill Donohue remembers
the first time he cooked Thanksgiving
dinner. "Who needs stuffing? Hell, the damn
bird was stuffed before I cooked it. There
was all kinds of stuff in there. I looked!"

CONTRIBUTORS

christian sverison ● Imagine Publishing, Inc. — Asst. Editor, Next-Gen Online
don egger ● Imagine Publishing, Inc. — Asst. Editor, Next-Gen Online
patrick nagatta ● Imagine Publishing, Inc. — Features Editor, Next Generation

andy nelson ● Imagine Publishing, Inc. — Asst. Editor, UGP Online
jason montes ● Imagine Publishing, Inc. — Asst. Editor, UGP Online
terry wells ● Illustrator — Zella Characters

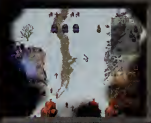
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ULTRA game

ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the ULTRA gameplayers Disc Edition, which works with both Apple Macintosh and PC compatibles, as well as playable demos of movies of all the newest, hottest console games, as well as the biggest PC and Mac titles. Read the print magazine, check the web site, and view the disc to get the full ULTRA gameplayers impact. Questions regarding subscriptions should be sent to: subscribe@gamersplayers.com Faulty disc/question: phone 415-468-2500. Current subscribers can receive the disc by following the help line instructions.

PREVIEWING PC GAMES

NHL PowerPlay - take your stick to the ice in Virgin's hockey game.

7th Legion - gather resources and build your armies or face a firing squad! This ain't your daddy's strategy game.

Uprising - an action/strategy game that's been described as a cross between *Warcraft* and *Quake*. What more could you possibly want?

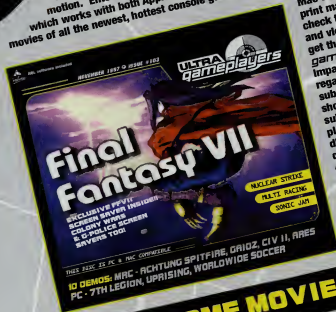
MAC GAMES

Ares - get into your space cruiser and set off like the Ghengis Khan of the spaceway as you wipe out fleets and take over planets in this long anticipated game.

Achtung Spitfire - engage in strategic air combat over England as you fight to protect the Queen or to spread the influence of the 3rd Reich in the Battle of Britain.

Civilization II - found your empire and make it grow. Do you have the stuff of Caesar?

Gridz - send your Toolbots out to claim the cyber grid and expand your influence or take down your opponents' grid in this quirky cool puzzle strategy game from Green Dragon.



VIDEOGAME MOVIES

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

- Bottom of the 9th • Aerofighters Assault • Fighting Force • International Superstar Soccer • MDK • Nightmare Creatures • Resident Evil 2 • VR Football • Extreme G • Sonic Jam • Castlevania • Multi Racing Championship • Nuclear Strike • Time Crisis

MOVIE PICS

Fighting Force



MDK



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importantly, where not to go!



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HE PUT THE DEATH IN DESTRUCTION...

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THE DURAL PACKS SERIOUS HEAT!

With Sega's recent decision to scrap its development contract with 3Dfx and instead, use the next incarnation of

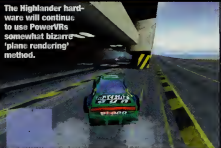
PowerVR's hardware as the cornerstone for its next console (which is now finally being referred to as Dural in the US, as well as Japan), eager gamers have sought information regarding the capabilities of this new hardware.

Developers have been approached by PowerVR for the last several months about its new chipset, which is currently called "the Highlander Project". Highlander will be a single chip that will handle both 2D and 3D operations smoothly. Also known as the PMX, the Highlander hardware is said to boast at least a fivefold increase in performance over the currently available PCX2-based PowerVR hardware. Current estimates of fillrate are said to put performance at well over 80 Mpixels per second, while still offering a host of new hardware features.

Among the new features supported by the hardware are: bump mapping, edge anti-aliasing, anisotropic filtering (which causes considerably less blurring than traditional methods), bi and tri-linear filtering, specular highlighting and texture conversion.

According to sources close to the development of Sega's next machine, the extremely powerful Hitachi SH-4 will be used as the CPU, but new information has indicated that two SH-4s will be used to boost performance, similar to

The Highlander hardware will continue to use PowerVR's somewhat bizarre "plane rendering" method.



PowerVR Tomb Raider and Wipeout XL already run at resolutions as high as 1024x768 with excellent framerates. Highlander hardware promises even better performance.

the past dual CPU setup of the Saturn. According to industry analysts, such a setup should be extremely useful given the hardware's reliance upon the CPU for triangle setup. From what ULTRA Game Players is hearing, the more CPU cycles at this hardware's disposal, the fewer bottlenecks there will be in the graphics pipeline.

Arcade tests using this hardware (or a slightly scaled up version of it) are already supposedly underway at various developers, with full public tests of some titles (mostly those used in the Intel Open Arcade Architecture Forum) should be in full swing by the time you read this.

These chips will first be seen in PC products at some point in the first quarter of 1998, at prices similar to existing PCX2-based boards (roughly \$140). Sega will allegedly be using some derivative of the hardware for its next system when it ships in Japan around Christmas of 1998.



HUDSON THROWS BOMB AT

NINTENDO

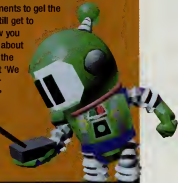
KANGAROO LOBBY VOWS FIGHT TO THE END!

Don't you just love provocative and largely untrue headlines? Hudson Soft, publisher of the Bomberman series of games has handed the reins of Bomberman 64 to Nintendo. This deal works beautifully for both companies. Nintendo now has another hot game to add to the N64 line up, and now Hudson Soft doesn't have to shoulder the cost of cartridge manufacture for the game.

Bomberman 64 is looking better and better, with the 3D multiplayer version shaping up to be quite a gaming event. The one player mode is more in the Mario 64 mode, with adventure, explo-

ration and puzzle elements to get the levels together. You still get to throw bombs, but now you actually have to think about it too. Spokesroos for the lobby have stated that "We carry our young in our pouches, so get bent!"

Green Bomber reports that this page is full of kangaroos! Bless you, Green Bomber!



TOPICS

BANJO BREAKS A STRING

MONEY LOST DURING CANOE TRIP, SAY TOOTHLESS HILLBILLIES

Nintendo has had to announce the postponement of *Banjo Kazooie*, theoretically its big Christmas title. This comes at a time when Nintendo is cancelling or delaying numerous projects, including the 64DD, *Zelda 64* and *Earthbound 64*. *Banjo's* release delay is timed badly, but does mean that the game will be of a higher quality when it's released - and quality is Nintendo's foremost concern.

The list of delayed

Nintendo games grows every day, with titles like *Red Baron*, *Top Gun*, *Creator* and others all but vanished from the release horizon. Development costs

Bears often become confused after staring at the sea for a long time.

have been blamed for some of these delays and omissions, but the fact is that there simply aren't enough games. The situation is exacerbated in Japan where a game hungry public is staying away from the N64 in favor of more prolific PlayStation and Saturn game libraries.

Banjo Kazooie is now slated to arrive in March, as is the Rare developed and published *Conker's Quest*. Since both games are so similar, expect Nintendo to change the release date of one or the other. Replacing *Banjo* in the Holiday line up will be *Diddy Kong Racing* - a surprise Mario Kart-esque racer from Rare. You can read a full preview of this hot new title on page 74.



NEWS FEED

Peter Molyneux's new company, LionHead studios has announced an exclusive publishing deal with Electronic Arts. Molyneux is best known for games such as *Populous*, *Theme Park* and most recently, *Dungeon Keeper*. • Canopus has released a new 3Dfx-based board called the Pure 3D that has twice as much texture RAM as previous incarnations, as well as a TV-out option

(a must for hardcore PC gamers). • When *Ultima Online* ships, initially only 50,000 units to retailers. Origin insists that additional shipments will follow and it should be able to keep up with demand. • Shiny has shared its plans to bring a PlayStation version of *Messiah* out before even the PC version is released. Shiny has similar plans for its upcoming sequel to *MDK* and its let-

est title, *Fly by Wire*. • Midway has delayed the release of *Quake 64* so that it can incorporate some form of multiplayer modes. • *Activision* has released the original *Zork* text adventure trilogy to the public. All three games can be downloaded from Activision's web site at www.activision.com. • *Psygnosis' Overboard* has been renamed *Shipwreckers* due to unfore-

continued on pg 18

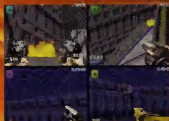
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Big weapons and bigger bosses
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From L.A. to the moon – 32 towering levels of
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wrath of Duke! Grenade Launchers. Shrink Rays.
Hardcore 3D action. And graphics to kill for!
Duke's coming to take out the garbage!

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NINTENDO⁶⁴



GT Interactive
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OPTIONS

RATING KEY

- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

- RATING: ★
- PRODUCT: BioGrip Joystick
- COMPANY: Nyko Technologies
- SYSTEM: PlayStation
- PRICE: \$19.99

Just like videogames in general, it's rare that a truly awful product is released in the peripherals market these days. Every product seems to have at least some redeeming feature that keeps it from being truly awful. Except for the BioGrip.

It's important to note that the BioGrip may look like a flight stick, but since it doesn't support analog control, it is definitely a joystick. Unfortunately, a joystick shaped like a flight stick that only offers digital control doesn't function well at all for games that a joystick might actually come in handy for. Can you imagine playing *Street Fighter* on this thing?

What little functionality the BioGrip might have is further sabotaged by a questionable button layout scheme. The buttons on the stick itself are positioned adequately, but the buttons on the base of the unit are located towards the front of the joystick and are pretty much useless for any game that requires quick or frequent access to what equals the shoulder buttons on the standard PlayStation controller. In addition the joystick itself is so stiff that the amount of exertion required to input directional commands actually ends up tiring the users arm. It is conceivable that after extended use the BioGrip could loosen up become more comfortable to manipulate. But since the unit is simply so inadequate for its intended purpose, it is difficult to imagine anyone using it

for more than few days before concocting ways to exact vengeance on the joystick.

It seems obvious that whoever designed the BioGrip has never played a videogame. That can be the only explanation as to why the Joystick lacks any ergonomic sense and seems to offer absolutely no feature or function that can be of use to the gamer. Poorly conceived and badly executed, the BioGrip Joystick

will provide any who buy it very little joy as Nyko sticks it to them.

Welcome, BioGrip, to the Total Crap Hall of Fame.



The BioGrip Joystick manages to avoid having any redeeming features at all. Avoid it like the plague.

The Adrenaline Rush 3D optimizes 3D and 2D graphics via a single board at a very attractive price.



- RATING: ★★★
- PRODUCT: Adrenaline Rush 3D
- COMPANY: Jazz Multimedia
- SYSTEM: PC
- PRICE: \$215

Supporting a very similar performance to Hercules' Stingray 128/3D, Jazz's first entry into the growing 3D accelerator market is its Adrenaline Rush 3D. What makes the Adrenaline Rush so different? For starters, it's two cards in one and comes at a very affordable price. By coupling 3Dfx's popular Voodoo Rush chipset with Alliance Semiconductor's 128-bit 2D card, and integrating both technologies onto one board, Jazz has created what perhaps could be the perfect marriage. The card also comes with 6MB of onboard DRAM.

So, what does this mean for the PC player in all of us? It saves an extra PCI slot since its two cards in one, plays all 3Dfx supported titles, and gives off high Windows refresh rates, high resolution, and true color (1024x768 in 32-bit color!) Games like *GLQuake*, *Tomb Raider 2*, and *Hexen II* cruise at over 30 FPS on a P200 ensuring lightning fast gameplay. Though the drivers weren't perfected at press time, the card does show an incredible amount of potential. So, if you're looking for a 3D and a 2D card in one, look no further. The Adrenaline Rush delivers all the Windows acceleration and a stream of 3D power to keep even the most demanding gamer happy.

NEWS FEED continued from pg. 15

seen trademark infringements. • Matrox and Gateway 2000 will be using the PowerVR PCX2 technology in future products. Matrox will be using the chips for the creation of new cheap 3D accelerator boards. Gateway will be including PowerVR-based boards into many of its models as it's 'standard 3D accelerator'. • Sega has announced that it will be creating Direct3D patches for many of its PC titles including *Virtua Fighter* and the newly announced *Daytona Deluxe*. Such news should make gamers with 3D accelerators quite happy. As a final note, Sega also announced that it would be creating a 3Dfx

patch for Manx TT. • News filtering from Japan has indicated that *Zelda 64* will now be on a 32-MegaByte (not Megabit) cartridge. This would make *Zelda 64* more than twice the size of the largest previously produced carts and four times the size of *Mario 64*. • The future of Macintosh gaming was called into question with the announcement that Lion Entertainment (one of the largest Mac port houses in the world) was going out of business. Lion has been responsible for such recent Mac ports as *Quake*, *Doom*, *Duke Nukem* and many more. • Since 1994, Coopers & Lybrand has acted as the auditor

continued on pg. 19

FOCUS

- PRODUCT: Tamagotchi
- COMPANY: Bandai
- PRICE: \$15.00 (Approx.)

Every few years a fad always seems to sweep the nation and 1997 certainly seems to be the year of the Virtual Pet. It's strange that, while videogames approach levels of graphical excellence that were once inconceivable, it is a simple pixelated black and white pet that is selling in numbers that can only be dreamed of by videogame and PC publishers.

As literally millions of Tamagotchi's (the originator) and every type of knock off are sold, the sales trends indicate that the average buyer is about 19 years-old, but is popular with young and old alike. The demographics further reveal that Virtual Pets are equally popular with males and females. This broad appeal and the reasonable price of the units accounts for the amazing numbers sold.

The point of these Virtual Pets is to raise them from infancy to adulthood by looking after their health, feeding, discipline, entertainment, and their general well being. The units beep like a pager when the pet needs to be attended to, but you must occasionally check up on the Pet to make sure that it's doing okay, as well. The constant attention required for these pets can be annoying if you're an innocent bystander, but if you're a participant, the challenge of raising these Virtual Pets is engrossing and even addictive.

Bandai produces the Tamagotchi, with its main competitors being the Giga Pet from Tiger Electronics and the Nano Baby from Playmates. There are a number of cheaper generic brand knock-offs, but the quality and durability of these units is questionable and anyone interested in picking up a Virtual Pet should probably stick to the better known brands.

Like all fads, the popularity of Virtual Pets should eventually die out, but the craze seems to have enough energy to propel itself through this Christmas season.



The one that started it all. First incubated in Japan, the Virtual Pet has since crossed the Pacific and has taken the U.S. by storm. Bandai managed to sell 3.5 million units of in the first month of release back in May and the craze has shown no signs of diminishing. The unique feature of the Tamagotchi is that your pet begins life as an egg, but how you take care of it determines what type of creature it grows up to be. The units come in a number of color combinations and Bandai has even developed a Tamagotchi CD-ROM for the PC.

- PRODUCT: Giga Pet
- COMPANY: Tiger Electronics
- PRICE: \$19.95

Tiger has taken Bandai's concept and added their own twist by specifying just what type of creature you're raising. Choices of Virtual Pets range from a frog, a koala, a Kitty, a dog, to a robot, to name a few. The basic concept of the Giga Pet is the same as the Tamagotchi, but a few twists like the ability to name your pet and a more intricate parenting process give the Giga Pet slightly more depth.



If the Virtual Pet craze isn't enough for you, how about *Star Wars Giga Friends* from Tiger Electronics? Just in time for Christmas...

NEWS FLASH

3DFX TAKES ON SEGA

3Dfx is seeking millions of dollars in reparations from Sega and NEC for an alleged breach of contract over the internal chip design for Sega's next generation console code-named Dural.

The firm today unleashed its lawyers on Sega and rival chip-manufacturer NEC. 3Dfx's complaint alleges that under its initial contract with Sega, the console manufacturer gained access to 3Dfx's confidential technology and then cancelled the contract in favor of rival chipset manufacturer NEC. The complaint also alleges that NEC interfered with the contract between Sega and 3Dfx. As 3Dfx previously suggested in Next Generation Online, the company has turned to its lawyers.

3Dfx claims the Dural deal was as good as done, before NEC stepped into the fray. The firm says it will seek 'millions' of dollars from the defendants for what it describes as 'improper conduct'. NEC and Sega have yet to respond.

'Sega terminated our contract without justification,' said Greg Ballard, president and CEO of 3Dfx. 'We lived up to all of our commitments, yet they terminated the agreement. It's a clear breach of contract. We believe Sega and NEC clearly acted improperly and we took the action we needed to respond.'

NEC

NEWS FEED continued from pg 18

for Eidos, but next year the auditor stated that it will not seek its position again with the UK company. According to recent reports, the Big Six auditing firm said that it was dissatisfied with the 'inadequacies in the company's corporate governance practices.' • Looking Glass has merged with Intermetrics. While it was known that Looking Glass had been seeking capital, the merger with the high tech firm should provide new technologies and much needed cash for the Boston-based developer. • A new *Command & Conquer* game is in the works for consoles. The new game called *C&C: Command* will be a 3D

action title, something of a departure for the series from the typical real-time strategy genre. • In a continuing expansion, Activision has acquired the company responsible for the Hexen series, Raven Software. The move cements the two companies' relationships that previously consisted of publishing agreements. • PlayStation RPG fans will be happy to hear that Working Designs will be bringing Sony's *Zelda*-killer, *Alundra*, to the US. Ultra Game Players spoke briefly with Working Designs about the project, but the only information that could readily be offered was an approximate Christmas '97



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THE FIGHTING IS
UP CLOSE AND PERSONAL.



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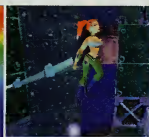
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Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Fargus is a raving maniac prone to light fires now and ask questions later.

Nikki—equipped with powers



...that only big bad girls have.



Call 1.800.771.3772 for
Game Rating Information

Pandemonium 2

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WIRETAP

WIPEOUT 64

Sources close to the deal have indicated that multiple parties want to bring *Wipeout* to the Nintendo 64. To the best of our knowledge, Psygnosis does not have a Nintendo 64 license and sources have suggested that Psygnosis will just be licensing out the code and trademarks of the game.

The parties rumored to be involved include publishers with massive amounts of cash, such as GT Interactive, Interplay and even Nintendo itself. Said a spokesperson for Psygnosis, when questioned about the possibility of a Nintendo 64 *Wipeout*, 'Psygnosis is a multiplatform developer.'

Some months ago, Psygnosis tried a similar situation on the Saturn with THQ. The company was to develop ports of its popular PlayStation games for the Saturn (of which a few did get released) that THQ would publish.

The issue caused a great deal of distress at Sony because Psygnosis (which it owns) was creating games for its competitors. Sources have indicated that since that time, relations between Sony and Psygnosis have been 'all worked out' but occasionally, occurrences such as this could strain relations once again.



Will *Wipeout* soon be making an appearance on the Nintendo 64?

SEGA HARDWARE TEAM DESERTS

Following Sega's decision to use the PowerVR hardware for its next console, several members of Sega's US hardware design team have allegedly jumped ship in protest. According to sources, at least five and as many as ten (which would be the entire team) have left Sega when it decided not to use the 3Dfx technology that it had proposed for the next system. Allegedly, most of these members have already secured new jobs with other hardware manufacturers or developers.

Members of Sega's Japanese hardware team threatened a similar walkout if the PowerVR technology wasn't selected. While the decision regarding which technology to use was likely to be a difficult one, that decision was allegedly made easier with a



financial offering from

NEC. According to inside sources at Sega, NEC supposedly ponied up some cash.

The result of the US team's walkout is as yet unknown. While some developers have early development kits, the US team was supposedly working on better development tools and libraries for use on the new system. While the Japanese team is likely to be doing much of the same, the US team's walkout may slow the passing of better libraries to developers.

BITS & BYTES

Following closely on the sales success of Nintendo's *Goldeneye 007*, MGM Interactive is in the process of creating its own game starring the British secret agent. The new game is currently slated for release upon PlayStation and development will be undertaken by Black Ops (who is well known for high quality mis-

sion-based shooters, such as *Black Dawn* and *Treasures of the Deep*). • The next game in the *Warhammer* series for PlayStation will supposedly be published and distributed by Electronic Arts. Mindscape is still developing the petty game for Electronic Arts and it should be ready for release in February, 1998.

LIBIDO



Hidden bonus levels take you to funky new places.



The background of the cover is a lush, green forest scene. Sunlight rays stream down from the top right, illuminating a stone pedestal in the center-right. On the pedestal stands the Master Sword, its hilt featuring a Triforce emblem. To the left, a large, ornate shield with a Triforce design is partially visible, with the Master Sword's blade piercing through it. The word 'ZELDA' is written in large, stylized orange letters across the middle, with the number '64' in white to its right.

ZELDA 64

THE GAME THAT SAVES NINTENDO?



THE QUESTION IS, DOES NINTENDO REALLY NEED SAVING? THE N64 AND ALL THE GAMES AVAILABLE ARE SELLING LIKE HOT CANDIES IN THE U.S.

GOLDENWEE, STARFOX 64 AND MARIO KART ALL CAME OUT TO HUGE SALES AND GREAT CRITICAL ACCLAIM. ANALYSTS PREDICT THAT THE NINTENDO 64 WILL OUTSELL THE PLAYSTATION THIS YEAR, SO WHY DO WE THINK THE N64 NEEDS TO BE SAVED? SIMPLE. VARIETY.

MOST OF THE GAMES AVAILABLE ON THE N64 FALL INTO SIMPLE, EASILY DEFINABLE CATEGORIES: 3D SHOOTERS, DRIVING GAMES OR FIGHT-AND-GAMES. TO DATE, THERE'S ONLY ONE GEM-BUSTING TITLE AVAILABLE FOR THE MACHINE - AND THAT'S MARIO 64. ZELDA NEEDS TO DO THE SAME THING FOR RPGs THAT MARIO DID FOR PLATFORM GAMES. BUT AFTER COUNTLESS DELAYS AND EVEN A PLATFORM SWITCH (64DD TO CARTRIDGE) ZELDA IS STILL NOT QUITE READY.

WORD IS, THAT THE GAME IS ALMOST READY AND ALMOST PERFECT. JAPANESE INDUSTRY SUGGEST THAT IT WILL ALLOW EVERY PREVIOUS N64 GAME OUT OF THE WATER, BUT NOT THIS MARCH. AND IN JAPAN, NINTENDO 64 IS HUNTING HARD BETTER HURRY UP. LINK'S SPEED BOOTS MIGHT NOT BE FAST ENOUGH.



LINK - THE MAN OF THE MOMENT

Link is a massively unfortunate fellow. His paramour, the eponymous Zelda, is forever being kidnapped and tortured by the evil Ganon. Link must be heartily tired of saving her by now (three times at last count). Bizarrely enough, he hasn't even tried dating other people and resolutely refuses to abandon Zelda, even though she's obviously trouble.

If that wasn't bad enough, you should see the size of his ears. Now I understand that he's Elfin in origin and is supposed to have big ears, but he accentuates the problem with creepy, girlie sideburns and an equally weird hat.

Perhaps the years of torment about his massive ears are what turned him into the tough guy he is today. Link also has a strange mark on his hand that every soothsayer in the mystical land of Hyrule insists on pointing out (shortly before sending him off on some super-dangerous quest). All in all, Link gets no rest whatsoever. He seems to have a good attitude about it, though.

Link is a little taller, more muscular and more adult looking than in earlier renderings. His new appearance is matched with new abilities and skills.



BIG TROUBLE IN JAPAN

Uh oh. N64 is having all sorts of problems in Japan. When the machine was first launched, it sold by the bucketload and looked all set to continue Nintendo's domination of the games market. Nowadays though, that is looking more and more unlikely, thanks to Nintendo's own policy of limited game release. The problem is exacerbated by the high cost of cartridges, making it a less than tempting market for most third party software companies.

The N64 was built solely on the strength of Super Mario 64 in Japan, and was launched without a single RPG. It's easy for us to criticize Nintendo in retrospect, but the situation seems idiotic from any angle. There should have been an RPG from day one. The question is: Can Nintendo recover sufficiently by pinning its hopes (again!) on a single title, or is the machine doomed to failure as a result of this horrible, horrible oversight?

The good news is that support is growing slowly, but surely. Konami has ramped up development of games and Namco looks set to join the fray, too. These are unusual times for Nintendo in Japan, where previously, success was assured. With Saturn and PlayStation software and hardware outbidding N64, there's still a lot of work to be done.

THE BAD GUYS

1 A frog or a lizard? You decide. Either way, it's gonna eat you.
2 Link squares off against multiple foes. 3 One eye, but one BIG eye.
4 Aaghi! Kate Moss. 5 Skeletal Statues is quite a tough fighter and, since he's already dead, it's pretty hard to keep him down. Master swordsmen only, please. 6 The hand is back! These blighters made traversing *Link to the Past* horribly difficult. It'll be the same thing this time, no doubt. 7 These octopi spit what appear to be cannonballs, but may well be something more sinister, I mean, we don't know which end of an Octopus is which. 8 Look out, Link! There's a Hare Krishna guy behind you!



NEW MOVES

Link has learned a couple of new skills since we last met him. In the first incarnation, he could walk and use a sword and not a hell of a lot else. Gradually, through the series, he developed new abilities and skills and now, in this 64-bit incarnation, Link is quite the renaissance man.

Shigeru Miyamoto and his team have made full use of the analog control pad to give Link maximum subtlety of control. You can creep, walk and run, and now, jump, too. Combine these with Link's swordsmanship, archery and magic skills and you already have quite an arsenal. These new moves have gone a long way to changing the overall structure of the gameplay. A curse be upon us for even suggesting this, but *Zelda 64* has a lot in common with *Mario 64* in terms of look and scope.

Where the previous games have centered on puzzle solving and exploration rather than arcade skills, this new *Zelda* requires a perfect balance of both. Don't worry though, since magic, mapping and logic skills are still very much required. The introduction of 3D to the mix means that the down-time found in earlier games is now virtually nonexistent. Battles with random bad guys are now engrossing and intrinsically fun rather than a chore.

Link's sword skills are now more difficult to master. Swinging, parrying, jab (as well as jumping slash) are all used in a true 3D environment. Not exactly *Bushido Blade*, but still something that requires mastery before the world opens up. At press time, we were led to believe that Link would also have some abilities more at home on *Lara Croft*, like climbing, swimming, hanging and flipping.

"A CURSE BE UPON US FOR SUGGESTING THIS BUT ZELDA 64 HAS A LOT IN COMMON WITH MARIO 64 IN TERMS OF LOOK AND SCOPE"



The use of three dimensions rather than two means that attacks can come from any angle, like the air, shown here, and even from underground.

All in all, these new moves make *Zelda 64* far more akin to a platform game than you might have expected. We still don't know the full scope of the new magic abilities available, but the system of potion collection will remain intact. Link's magic abilities will depend on how much magic 'juice' he's carrying with him.

Of course, his usual arsenal of ice, fire, bombs and hammers will be included, but it's the stuff Nintendo is keeping secret that we're most interested in.

CAMERA SHY

After the huge learning experience that was *Mario 64*, Shigeru Miyamoto and his team have experienced a lot with camera angles. If there was any criticism to be levelled at *Mario 64*, it would have been at the use of camera viewpoints. Occasionally things could get confusing, and the game tended to simply show the clearest possible angle. In *Zelda 64*, all this has changed.

Miyamoto was determined not only to make the camera angles efficient, but also atmospheric. More and more positioning of camera will indicate mood or atmosphere. If it all sounds a little like movie making, then that's exactly the point. A game should be playable of course, but a game like *Zelda* has story elements and should therefore be 'watchable', too.

THEN AND NOW

The old-school *Zelda* series was limited only by the technology at hand. When the first *Legend Of Zelda* game was released, it was disk only and was designed for the Japanese NES, known as the Famicom. The Famicom disk drive was moderately successful, but Nintendo felt that the game would receive a warmer reception on cartridge. It was correct. *Zelda* went on to become one of the biggest selling games ever released on Famicom. It also helped define the RPG as we know it — even though it is still essentially an action/puzzle game.

The graphics, although excellent for their time, look pretty darned primitive today, although it is interesting to see that the top-down view has been retained for some scenes in *Zelda 64*. The second game in the series, *The Adventure Of Link*, had side-scrolling for the action sequences, which was not received quite so favorably. When the Super NES version appeared a few years later, it reverted to the top-down view yet again. The Game Boy incarnation was pretty darned good — moving away from Hyrule to the weird island of Kolobint and revealing more about Link's personality from the potnol end.

and past. It was also the single best way to pass any long journey.

TELL ME ABOUT YOUR MOTHER

Nintendo has one other RPG ace up its sleeve. *Mother 3* is the third in a series of weird RPGs (known in the US as *Earthbound*) and features a mixture of real-time 3D and pre-rendered graphics. The game is centered around a group of ten characters, each one used in a different section of the game. *Mother 3* is being promoted heavily for N64 and more specifically, the impending 64DD machine. This level of support has been in place ever since Square withdrew from a proposed *Final Fantasy* game. Enix also appears to be dragging its feet on a *Dragon Quest* title. This lack of RPG support is a horrible situation for Nintendo and one that has seen sales decline rapidly.

Mother 3 will debut exclusively on the 64DD machine and although late and possibly overhyped, should present itself as one of the biggest reasons to purchase the 64DD upgrade. It should also be quite a rival to *Zelda*, although the more traditional RPG style will make a more distinct difference when the game debuts in the US.

DD DEBACLE?

In a classic case of good news/bad news, Nintendo announced a few months ago that the long-awaited *Zelda 64* would first debut on cartridge rather than 64DD. This came as a disappointment to some and a relief to others. The reasoning is that Nintendo needs as many 'A' titles available for the machine as possible, so the game was shunted to cartridge.

Nintendo does promise that an

"NINTENDO DOES PROMISE THAT AN ENHANCED 64DD VERSION OF THE GAME WILL APPEAR AT SOME POINT"

enhanced 64DD version of the game will appear at some point, but steadfastly refuses to elaborate properly on what these enhancements will be. Writeability and greater storage may mean that the 64DD version is massively different, rather than simply a more polished update.

Although *Mother 3* may help sell 64DD in Japan, it is more likely that a superior version of *Zelda*, combined with hopefully lower game costs, will help sell units in the US, although this being Nintendo, there's no such guarantee.

THE GOOD, THE BAD AND THE REALLY, REALLY BAD

Guess what? Gannon, the very embodiment of evil, is planning to steal the Triforce for himself and take over the Kingdom of Hyrule once and for all. And since *Zelda* is the key to this goal, he is apparently planning to sacrifice her life. If this sounds a little familiar (or trite), that's because it's exactly the same as the plot for the previous games (except the Game Boy one) and is getting just a little tired.

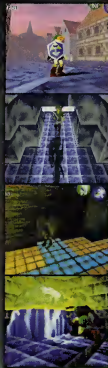
However, the new-link Link and the addition of 3D environments should make the tone of the game a little bit edgier. The previous games were completely cartoon-like in appearance. So far, the list of characters is either secret or unfinished, but we do know a couple of fellows who'll be joining the fun. Iron Knuck is an armor-clad and possibly undead knight who takes quite a bit of killing. Stalfoss is the evil skeleton (and there are lots of them around) you'll be fighting in various underground locales. Also recognizable from previous games are octopus-creatures, killer trees and yes, chickens. Chickens galore, in fact.

With lots of opportunities to introduce new characters, *Zelda 64* should help create some new stars for the series, but it'll be the old crew, all tweaked out in 3D finery that will really draw the crowds.



1-2 Link wanders the desert, presumably looking for an ice cream stand. Note the gloomy red lighting and the dust he kicks up as he walks. Atmospheric!

3 Talking to people sets the stage, reveals information and, thanks to delightful new camera angles, looks darned good, too.

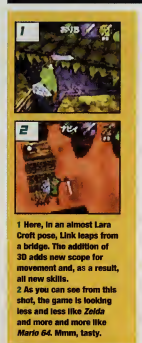


CREEPY OLD SNES VERSION

This shot of the SNES game shows off pretty graphics, but nothing like the quality of the 64DD version. The straight down view tends to leave everything and everybody looking a little flat.



1-2 The land of Hyrule, as seen from the air in the Super NES version of *Zelda* — to date, one of the greatest adventure games ever made.



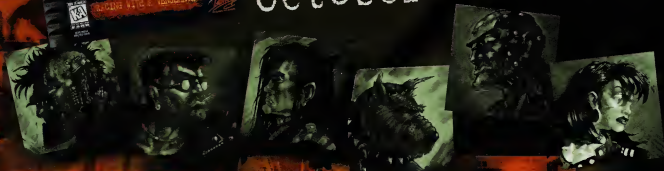
1 Here, in an almost Lara Croft pose, Link leaps from a bridge. The addition of 3D adds new scope for movement and, as a result, all new skills.

2 As you can see from this shot, the game is looking less and less like *Zelda* and more and more like *Mario 64*. Mmm, tasty.

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AS SEGA QUIETLY WORKS
ON ITS NEXT CONSOLE, SONIC
RETURNS TO POWER UP THE SATURN

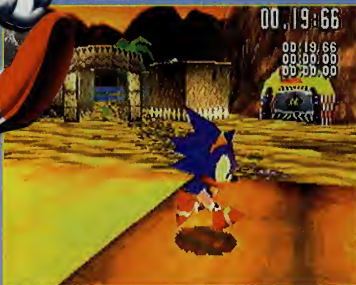
SONIC ideas again



Don't call it a Mario Kart 64-clone. Despite the similarity in premise, Yuji Naka assures that the execution of his new "Action Racing" game will be distinctly different from anything that has preceded it.



"Ah, what a nice neighborhood! Three words Sonic: Street Crime Statistic." "Follow the yellow brick road..." Too bad hedgehogs are color blind.



SONIC ALL-STARS... AND NOT SO ALL-STARS

Although not every *Sonic* game on the Genesis platform was a classic, Sonic's track record on the 16-bit platform is far superior to the 32-bit Saturn. *Sonic Jam*, a collection of the best 16-bit games and its stunning polygonal "Sonicworld" intro level is the only *Sonic* "must have" for the Saturn. *Sonic 3D Blast* failed to capture the true spirit of the 16-bit games, while the much anticipated *Sonic Extreme* apparently never made it past the developmental stage.

There is little doubt that these are strange days for SEGA. Once the preeminent videogame company during the 16-bit era with the Genesis system, the Saturn system has fared respectably in the Japanese market, but has fared far less well in the U.S. as disappointing sales (despite being the first next generation console to reach the market) have relegated its installed base a distant third behind Sony and Nintendo.

There are a number reasons for the slide that Sega and the Saturn have experienced, not the least of which is the fact that Sony has made so many superb strategic decisions while Nintendo continues in its role as a thundering behemoth. But one of the most

obvious questions that jumps out when evaluating SEGA's slide is: Where in the

hell is Sonic? Despite a questionable decision to retain the cartridge format and a woeful lack of software for the N64, Nintendo managed to propel past SEGA on the strength of a great *Mario* game. Though perhaps not quite as popular or revered as *Mario* or *Sonic*, *Crash Bandicoot* played an integral part in establishing Sony's image within the videogame market.

Nothing defined SEGA's success and attitude in the 16-bit market more absolutely than *Sonic*, and yet, the promised 32-bit *Sonic* game, *Sonic Extreme*, has turned into vaporware. *Sonic*-related offerings for the Saturn have been limited to the very average *Sonic 3D Blast* and *Sonic Jam*, a compilation of the classic 16-bit games that propelled SEGA to greatness. It is actually the 3D introductory level in *Sonic Jam* that finally gives SEGA fans a glimpse of what a true 32-bit game should look like. It's enough to get the mouths of *Sonic* fans drooling, but there is still no definitive word regarding a true 3D *Sonic* platform game.

Still, at SEGA's core there is a tal-

genesis



ented group of game designers and visionaries. Principal among these is Yuji Naka, who boasts the *Sonic* series and *Nights* in his considerable pedigree. Naka-san's current project is *Sonic R*, an action racing game featuring SEGA's beloved mascot. Although not exactly the *Sonic* game that was expected, Naka's innovative approach to game design seems to assure that *Sonic R* will be like no other racing game that has preceded it. Considering the game's true 3D environments and the explorative nature of its gameplay, the more important question may really be, just what differentiates *Sonic R* from a 3D platform game?

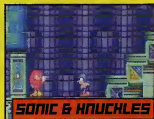
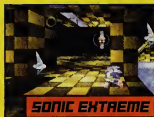
As ULTRA GP takes a closer look at the forthcoming game, we had the opportunity to sit down with Naka-san to ask him about all things *Sonic* and SEGA - past, present, and future.



Sonic vs. Mario again? Not quite. Yuji Naka promises *Sonic R* to be a unique 'Action Racing' game that will offer a significantly different experience than *Super Mario Kart 64*.



saturn



SONIC R

preview

Here's Sonic in downtown Las Vegas, looking for a hot craps game.



SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: TRAVELLER'S TALES
RELEASE DATE: NOV. '97

Sonic's next release on the Saturn is slated to be *Sonic R*, an action racing game that features all manner of characters from the *Sonic* series. Though not exactly the game that Saturn owners have been waiting for, *Sonic R* will feature polygon-based graphics with 3D characters and fully navigable environments.

The basic concept of the game has the player assuming the role of any one of the nine characters and racing against other *Sonic* characters in order to find stolen emeralds hidden throughout the game. Sure to be some of the characters of choice to play as in the game are Sonic, Tails, Knuckles, and Dr. Robotnik. After collecting the stolen jewels, there is a mad dash for the finish line. The nice part is that instead of being limited to a track, *Sonic R* offers a full 3D world that is ripe for exploration. Each level is also filled with power-ups and hidden secrets that help speed players along.

There will be five play modes in *Sonic R*, ranging from Single Player, Multi-Player, Grand Prix, Time Attack, and Tag. Racing action will occur on four different courses, ranging from a castle, a tropical island, a highway, to a secret base. In addition, there is also a hidden fifth level. *Sonic R* will support the Analog Controller for enhanced control and Multi-Player action will be via split screen on the four available standard tracks.

Building on the 3D introductory 'test' level from *Sonic Jam*, *Sonic R* will without a doubt be the most technologically advanced *Sonic* game ever made. A process

called '12 Layered Distance Cross Fading' uses 12 layers of transparency to create objects to a graphical standard not usually associated with the Saturn platform. The detailed 3D images also move at an amazingly fast speed as *Sonic R* utilizes the second graphics processor in the Saturn (the VDP2 chip) to optimize the game's graphics performance.

Considering the fact that *Sonic R* takes place in true 3D environments that offer full 360-degree freedom of movement, the only thing that seems to differentiate *Sonic* from the next-generation platform game everyone has been waiting for is the game's racing premise. A chance to explore Sonic's world and set him free to run in 3D is all that many gamers have wanted, and it finally appears that SEGA will provide just that.



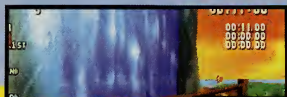
Sonic R's open 3D environments are the game's best feature.



1 This is what Sonic would call a 'ring-rich environment'.
2 Sonic finds the mysterious green arrows that point up. Up to what? No good, we'll wager!



3 Is that a tunnel up ahead or just a really big bowling ball?
4 Sonic takes flight over the city at night. Hey, that rhymed...
5 Here Sonic proves that a hedgehog can't drink if he can lay down without falling off the Earth.



Sonic never looked so good - the graphics in *Sonic R* are astounding.



1 Power slides while running must cost Sonic a fortune in tennis shoes!
2 Sonic always seems to raise a Roadrunner-esque dust trail.

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still have one.



SONIC

interview

Within this rather nondescript SEGA HQ building are some of the best game programmers in the world. A bit lacking in style, but at least it's blue.



UGP: How did you first get into designing games?

YN: In the very beginning, there was a techno pop music group at the time in Japan called the Yellow Magic Orchestra. That music group utilized computers to play all their instruments. Anyways, through that music I started to become interested in computers. I just really wanted to play synthesizer keyboards, but since I couldn't, I decided that I would use the computer to play my music and thus, I became interested in the computer in general. At the same time, I was playing videogames at home and enjoying them and started to look into how the games were created. From there, I discovered how fun creating games could be. But in the beginning, it was for the music.

UGP: Your reputation has been primarily built on your work on the Sonic games and Nights. But what other projects have you been involved with?

YN: My association with SEGA began back on the 8-bit Master System on which I handled the conversions of *Space Harrier* and a game called *Black Belt*. On the Genesis, I worked on *Ghouls 'N Ghosts*. In addition to the Sonic games. And of course, the *Phantasy Star* series on both systems. *Nights* was the sixteenth title that I worked on, but there are some games (smiles) I prefer not to mention.

UGP: What role do you currently hold in the development of games for Sega and how has that role changed since you started with the company?

YN: Well, since the beginning of my career at SEGA, and even now, I have been a programmer and worked within the Consumer Department of SEGA. I've never worked in any of the AM Groups, always in the Consumer Department working on games for the Master System, Genesis, and Saturn. When I started on *Sonic 2*, I went to the United States to STI (SEGA Technical Institute). On returning to Japan, I went on to become an Executive Producer, then a Vice President. I am currently in charge

of Consumer Department No. 3 - the Sonic Team.

UGP: What types of games do you enjoy playing personally?

YN: I like automobile racing games and PC games like *Lemmings*, and the Alone in *The Dark* series.

UGP: What do you think of Shigeru Miyamoto's creations and do you have a particular favorite Mario game?

YN: The emotion that I have towards Miyamoto-san is admiration. The Mario games are beautiful creations and if I tried to emulate them, I could never equal them. That's why I tried for a different approach and experience when I created *Sonic*. I've played all of the Mario games and I loved them all.

UGP: To what degree were you involved in the development of *Sonic* the Hedgehog, the character, as compared to actual game-design involvement?

YN: If you're talking game collaboration, I'd say fifty-fifty with Ohshima-san, but if you mean the actual Sonic character design I'd say 75 percent Ohshima-san and 25 percent myself. Yet, the process was more complicated than that. We initially had a concept for the game where the main character runs and throws things at enemies in order to destroy them. However, the acts of running, picking up something, and throwing it, involved too many processes. We wanted something simpler - like rolling in order to attack. But if something is just round, it doesn't seem to imply much of a threat. So we wanted something "stingy". Up to that point, Ohshima-san and I worked together to come up with the basic concepts behind the Sonic character. From there, Ohshima-san was responsible for the character design, while I focused on actual game programming and gameplay design.

UGP: It's been fun to hear that you wanted to be the game's central character, *Sonic* the Hedgehog.

hag rolls and has spikes on its back, but is there any particular reason why Sonic is blue?

YN: Ohshima-san and I wanted Sonic the Hedgehog to be a character to represent all of SEGA. SEGA's logo, is of course, blue, and there is a strong correlation between that blue and Sonic's color. But that wasn't all. I wanted to inject into the Sonic character a more 'American West Coast' image, and I think Sonic being blue captures that spirit. Additionally, Ohshima-san brought up the point that when you analyze the color blue psychologically, it represents something calm, Sonic is a peacemaker if you will. Somewhere along the way, a combination of these concepts resulted in Sonic being blue.

UGP: Which of the Sonic games do you personally consider the best and why?

YN: I often hear that *Sonic 2* was the best Sonic game, but my personal favorite is the first *Sonic* game. It was the first creation and it holds many special memories for Ohshima-san and myself.

UGP: Japan didn't seem to have a widespread success that helped push the first Sonic game internationally. Why haven't I heard from a lot of other successful Sonic games or on the Sonic for the future outlook?

YN: At the time that the Saturn was launched, the influence of the

Although Yuji Naka (pictured left) is frequently credited with being Sonic's creator, he was primarily responsible for programming and designing the games while Naoto Ohshima (pictured right) was responsible for the actual character design of Sonic. A competitive, but friendly symbiotic relationship, Naka-san and Ohshima-san are the driving creative forces behind SEGA's Sonic Team.

Genesis system, especially in the U.S. market was still very strong. There was an issue to keep working on Genesis titles, like *Sonic & Knuckles*, for the U.S. There could have been a 32-bit *Sonic*, but the demand of the Genesis market for *Sonic* games could not be ignored.

UGP: Although Traveller's Tale is the development team for *Sonic 4*, how much influence are you exercising in the game's development?

YN: All the basic concepts, the designs, and the features are under my control. There are 2D maps created and the Traveller's Tale people model the map. The faithful recreation of the map into 3D is very helpful. Overall, I'd say half of the project is under my control.



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interview

UGP: So you come up with the ideas and Traveller's Tales roll it to implement those ideas?

YN: Actually, I came up with so many ideas and features that it's really Traveller's Tales that must decide what finally goes into the game. So they aren't just producing a faithful recreation, they have to be selective by necessity. They certainly have contributed as many ideas as I have.

UGP: How did the concept of a Sonic racing game come about?

YN: From the very beginning, even before the *Sonic* projects, I had it in my mind to do a racing game. After I had started working on the *Sonic* titles, I decided that I could naturally blend the two concepts, which eventually resulted in this project. What I wanted to do with *Sonic R* was to mix some unique characters with the fun factor of a racing game. Since all the *Sonic* characters all possess the similar trait of running, the concept worked beautifully. But basically, I just wanted to do a racing game.

UGP: The introductory level in *Sonic Jam* seemed to be the premise of a true 3D Sonic game, but there doesn't seem to be one coming as the next release. Why is that?

YN: That level in *Sonic Jam* is really like our research for a 3D action game. Practice, if you will. I just wanted to take the time to examine the fun factor and what I can actually put into that type of game. Instead of rushing the idea, I'm going to let it mature. In the meantime, I wanted to create the *Sonic* racing game while it was fresh in my mind.

UGP: *Sonic R* begs comparison to *Super Mario Kart 64*. How do you feel it measures up?

YN: *Mario Kart 64* is more a straight forward racing game, while *Sonic R* explores more of the fun factor and personality of the *Sonic* world. But if you wish to compare the two games, then you are looking at the surface of the game, and not the depth. If I see a magazine comparing the two games, I'll just have to laugh and not take it seriously. Making the comparison means that they don't understand either game very well.

UGP: Although *Nights* was a critical and artistic success, at least in the U.S., it lacked the commercial success of a *Sonic* game. Were you disappointed at all with the reception the game received?

YN: A basic starting point that we have is that all of our games are targeted for a worldwide market. It's not widely spoken, but inside of us, we realize that certain games will be more appealing to a certain market, even though the focus is for a worldwide market. A game like *Nights* to us has a more European flavor. If the game succeeds in appealing to that particular market, but does less well in others where the persona of the game does not match as well, that is acceptable to us.

UGP: At least for U.S. audiences, *Nights* is more of a challenge to the focus the game is and as aesthetically appealing as *Sonic*. Sometimes to create artists have their heads in their hands saying "concentrate" when it comes to something that is

sonal and 'artistic'. Is a similar process occurring in your creative development?

YN: At this time, you can say that *Sonic* is the 'standard' videogame. However, when the game was launched, it was a technological breakthrough because of the speed of the game. Each game I create, I want to be a breakthrough of some sort. I want to astonish the game player – that is always the attitude that I start the process with. With my current project, *Burning Rangers*, I hope to achieve a similar impact in the history of videogames.

UGP: *Christmas Nights* was a charming gift to fans of the game. Are there any plans to create similar limited edition editions in your future games?

YN: Yes, *Christmas Nights* was meant to be a gift to the fans of *Nights*. The positive feedback from the fans is our ultimate pleasure and gives us an emotional boost for our future products. We definitely would like to do similar treatments in the future.

UGP: Strong distinct characters seem to play an integral part in your games. Why is that?

YN: Because of Oshima-san, the artist. He possesses the talent to create such characters and imbue them with an aura. His genius is that he gives each character some charming flaw that makes them even more appealing than if they were perfect in every way.

UGP: Your current project, *Burning Rangers*, seems very action oriented and seems to be quite a departure from your previous games. Why the change in direction or is there really one?

YN: Of course, we can keep creating *Sonic* or *Nights* sequels. However, we want to show that that's not all that the Sonic Team can do. It's easy to stick with previous glories, but that is not a very positive way of doing things. We're aiming for another breakthrough. Also, Oshima-san has always wanted to do a hero-type game, so this is a dream come true for him.

UGP: Technical limitations aside, do you have a vision of what you ultimately would like to achieve or create in terms of videogames or perhaps on a broader scale, before the end of the century?

YN: I do have several ideas in mind, but I must get patents before I can tell you. But yes, there are a number of ideas and some of them could coming your way in the near future.

1 Sonic speeds along on this Wipeout-like track.
2 Henry's Sonic and all his pals ready to race to the finish. Guess who always wins...





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PREVIEWS

FEATURED THIS MONTH

Thanks! Thanks a million!!! Yes, yes, we know that's what you're saying. And believe us, we know we deserve it! After all, just look at this previews section we've cooked up for your enjoyment! Now, take your time, don't read too fast, and wait an hour before you go swimming (Huh?).

AEROFIGHTERS ASSAULT	PG 084
BANJO KAZOOIE	PG 090
BARRAGE	PG 088
BLADE RUNNER	PG 088
BREATH OF FIRE 3	PG 079
CART WORLD SERIES	PG 057
CONNER'S QUEST	PG 091
CRITICAL DEPTH	PG 089
DIE BY THE SWORD	PG 085
DONKEY KONG RACING	PG 074
EXTREME G	PG 050
FIFTH ELEMENT	PG 079
FIGHTING FORCE	PG 063
JET MOTO 2	PG 046
LAMBORGHINI 64	PG 094
LAST BORN	PG 044
MM MYTHOLOGIES	PG 066
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RESIDENT EVIL 2	PG 076
RIKEN	PG 064
SUB-CULTURE	PG 064
TEST DRIVE 4	PG 069
TOMB RAIDER 2	PG 042
WCW U.S. NWO	PG 089
YOUNGBLOOD	PG 095

TOMB RAIDER 2

SYSTEMS: PLAYSTATION, PC
PUBLISHER: EIDOS
DEVELOPER: CORE
RELEASE DATE: DECEMBER

Don't call Mr. Tambourine Man, we've got your monthly fix right here

With much greater variety in textures, the levels really look different from each other.

You may have noticed that we've previewed *Tomb Raider 2* about six times in the last seven months. No, this isn't because we are owned by Eidos or that they have revealing photographs of Mike from E3, although this is a small possibility. We are just damn excited about this game and want to fill you in with every breaking detail.

To recap: Lara's latest adventure features outdoor terrains, different outfits, re-appropriated polygons (fat in all the right places if you know what I mean), larger levels, new weapons, new moves, and more human enemies. The most recent version we've been playing gave us a chance to check out five new levels, including: The Great Wall, The Catacombs, Living Quarters, Keel, and Underwater, along with an updated version of Venice. Several new beasts occupied these levels and were unleashed in spectacular fashion. The most chilling scene yet is when we walked into a completely dark room and all we can hear are the moans of some nasty beasts. After lighting up a flare we found a switch and foolishly turned it to unleash a hungry family of creatures —

yikes! It's moments like this that are certain to make *Tomb Raider 2* a classic, like the original.

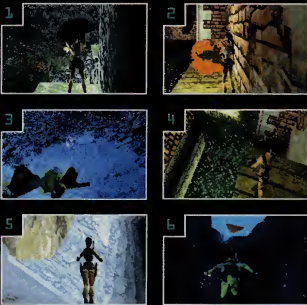
We also got a chance to swim with some nasty sharks, get attacked by hawks, and even get pummeled by tattooed sailors. However, Lara is never defenseless, especially now that she has newer and better guns. The carnage and adventure in *TR 2* make it the odds on favorite for game of the year.



Scene motifs extreme camera angles enhance the theatrical quality in *TR2*.

Check out these guns!

If you thought Lara was packing in the first game, well, this time around, she's got an arsenal that would give her more than a fighting chance in a multi-player game of *Quake*.



1 The M-16 fights up enemies with rapid fire. 2 Blowing enemies to bits is now possible with the grenade launcher. 3 Not incredibly fearsome, but the harpoon is extremely useful underwater. 4 Good thing Lara's not afraid of heights. 5 One of Lara's useful new moves is being able to turn around in the air, which is especially useful in battle. 6 This level leaves you deep under the ocean looking for air and trying to avoid giant sharks.



1 What I'd give to be a shark right about now. 2 Past! Hey, look over there! Isn't that a bear's butt? Sure looks like a bear's butt to us. Hmm, wonder if that Banjo guy is around here anywhere? After all, he IS a bear...

The butts in *Tomb Raider* were pesky — these flying beasts are a much bigger handful.

MEGA MAN X4!

A blue Mega Man X robot with a red visor, standing in a dynamic pose against a fiery orange and yellow background. He has a large cannon arm and a fist.



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LAST BRONX

SYSTEM: SATURN, PC
 PUBLISHER: SEGA
 DEVELOPER: SEGA (AM2)
 RELEASE DATE: NOVEMBER

Last Bronx tries to hold down the Sega fighting game fort

Since the launch of the Saturn, Sega has always delivered at least one great fighting game for the holiday system and this year looks to be no exception. Based on the underachieving (probably due to poor distribution and promotion) arcade fighter from AM3, *Last Bronx* for Saturn attempts to recreate the high-speed weapons fighting action for the home. The game features eight 'street thug' characters and one hidden boss character appropriately dubbed 'Red Eye' all with their own martial arts weaponry and complimentary fighting styles. The action takes place not in a standard ring, but rather on the mean streets of Tokyo (ironically enough, the game seems to have little or nothing to do with the Bronx) and features a more brutal fighting style than say, *Virtua Fighter* or even *Fighting Vipers*.

After receiving an earful about the low-resolution graphics of *Fighting Vipers* and *Fighters Megamix* (especially after the high-res appearance of *Virtua Fighter 2*), Sega committed to making *Last Bronx* live up to past efforts, and fans of the game will not be disappointed with the results. As sharp as any fighting game on the system, the characters and backgrounds in *Last Bronx* look good throughout. What's far more interesting than the way the game looks, however, is the smooth weapons fighting engine at play in the game. Based on a similar control system to other Sega fighters, *Last Bronx* seamlessly incorporates the use of weapons such as nunchucks, the three sectional staff and standard issue police batons.

The question with *Last Bronx* is not



The crisp, clean graphics of *Last Bronx* are highly reminiscent of the amazingly popular 720i for Saturn.

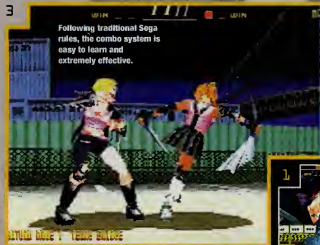


This tough boss character is named Red Eye and is playable after defeating him.



As with all Sega fighters, the women are some of the toughest fighters of the bunch.

whether the game will deliver on its promise of high-speed, street-style fighting action, but whether the title will have enough name recognition to attract gamers in this all important buying season. Certainly from what we've played so far, the game will be well worth checking out, even if it's for the first time.



Following traditional Sega rules, the combo system is easy to learn and extremely effective.



1-3 From Nunchucks to the Three Sectional Staff to the Big Mother Hammer, *Last Bronx* covers it all in weapons fighting. The only thing they left out was paperclips at twenty paces, but that's OK. We do enough of that around the office anyway.



1-2 The fighting action is set in some of Tokyo's actual geographic hot spots. Where the hell is Godzilla, now that we really need him? Probably hanging out on Monster Island...

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JET MOTO 2

SYSTEM: PLAYSTATION
 PUBLISHER: SCEA
 DEVELOPER: SINGLETRAC
 RELEASE DATE: DECEMBER

The unlikely hit racing game from SingleTrac has a sequel!



The water looks much better this time.

Despite the fact that it came on slowly and without much fanfare, *Jet Moto* has been one of the more popular titles since its release last fall — it was a Top Ten seller on PlayStation the first six months of this year as well. So it's no surprise that Sony and SingleTrac have decided a sequel would be a nice idea.

Basically, the title offers more of the same, but with *Jet Moto*, that's a good thing. The premise behind the game (which seems to be set in the same 'world' as *Twisted Metal*) is that you're a member of a *Jet Moto* racing team.

What's a *Jet Moto*? Picture a combination of motorcycle, hovercraft, and jet-ski and you've got a pretty good idea. The physics model in the game is totally realistic, so it takes a little while to master the controls, but once you do, cruising through the obstacle and shortcut ridden, non-traditional courses (like a ruined, flooded city, complete with plane wreck) is a blast.

There are also special poles that you can grab with a magnetic grapple to make sharper turns.

SingleTrac has definitely made some improvements over last year — the graphics are far better, with no seaming or tearing, and there are much more detailed texture maps. We also found, even in our preview copy, that the control was easier. What isn't easier (thank God) are the tracks; there's just as much hardcore challenge here as in the original, and the track design, which many felt was the best feature of the first game, is



There are still broken road courses, but they're a lot tougher.

still totally top-notch. There are also many new racing options, beyond the original 'points' rankings, including an elimination tournament.

Sometimes you want sequels that really push things forward, but once in a while, there comes a title, like *Jet Moto*, where the original was so good that to try to make radical 'improvements' will just mess things up. Thankfully, SingleTrac realized this, and while they tweaked some things (like the graphics and control), they left the game's best assets — the awesome tracks and intense feeling of speed — alone.



These lava flows will pull your *Moto* to one side.



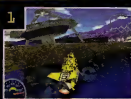
In a desperate bid for attention, this racer slams his bike into the river bank.



1 The track backgrounds are much more detailed. 2 Turbo is measured with a meter, not with specific charges. 3 The action is totally intense up-close. How many street gangs do you think it took for the developers to get that graffiti looking just right? We'd guess about 3, with allowances for rumbles and arrests...



Hey, is that a Northwest Airlines jet? Wonder what the inflight movie was...



1 If you've been to the LA airport you'll recognize the inspiration for the Earthquake track. 2 The variety of tracks is excellent. Here, our racer is about to plow into a herd of the finest sheep ever cloned in Scotland! Hoots, man!!!

Name:
Mia
Age:
19
Height:
5' 7"
Measurements:
36-24-36
Occupation:
Rave DJ
**Fighting
Technique:**
Pi-Kua Kung Fu
Home Turf:
The Streets

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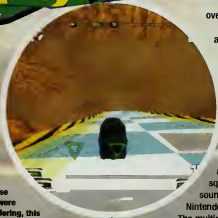


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EXTREME G

SYSTEM: NINTENDO 64
PUBLISHER: ACCLAIM
DEVELOPER: PROSE
RELEASE DATE: NOVEMBER

Racing on the Nintendo 64 doesn't get much faster than this



In case you were wondering, this is straight down.

Making a splash as a Nintendo 64 racing game is getting more difficult as time goes on. Several excellent racers are in development for the system, but *Extreme G* should stand out because of its blistering fast action.

Before they race, players can choose from a variety of futuristic looking cycles, each with its own handling, acceleration, weapons, shields, and velocity characteristics. Once the correct cycle is selected, the race is underway, and from that moment forward, it's simply a matter of holding on for dear life.

It's not only the speed that makes this game unique, but also the use of three dimensional tracks. This title features enough steep climbs and precipitous drops for an amusement park roller-coaster. If that

wasn't enough, many tracks include monster loops and twists that will have players tossing their cookies all over the place in no time.

Each track is unique and exciting enough to give players a reason to come back time and again. Every drop and curve is enhanced by graphics that are as breathtaking as the action itself. The game also does an excellent job squeezing a techno soundtrack from the Nintendo 64 cartridge.

The multiplayer mode lets up to four players race together on one



Steep sections like this are a major part of each track.

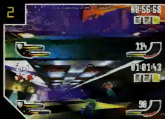
screen. In both this and the single player mode, power-ups can be collected along the track, adding weapons to each vehicle. These weapons and power-ups create an entirely new level of strategy for the game. With its speed, strategy, and multiplayer options, *Extreme G* just might be the Nintendo 64 answer to *Wipeout XL*.



This double loop reminds players why the game is called *Extreme G*.



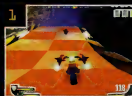
Watch for other racers to shoot through this pipe.



1 Player one has an advantage in three-player races. 2 The two-player mode gives both racers a wide field of view. 3 Weren't these the bikes used in *Tron*? Well OK, maybe the bikes weren't, but we're pretty sure those tires were in the movie!



No racing circuit is complete without a giant skeleton tunnel.



1 Each weapon straps onto the back of the cycles, letting players know exactly what they currently have. 2 Turbo hosts make a ridiculously fast ride even faster. There's nothing like blacking out from high gee forces. Yeahaw!

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PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game
of the year!" - Game Players September '96

"This game is a must buy for anyone
who owns a PlayStation (novices and
fanatics alike)." - PS Extreme September '96



TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



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CART WORLD SERIES

SYSTEMS: PLAYSTATION

PUBLISHER: SEGA

DEVELOPER: SONY INTERACTIVE

RELEASE DATE: NOVEMBER

The ultimate Indy Car sim prepares to race circles around the, uh... tracks



Look! It's Steve McQueen doing stunt tricks!



With 20 cars on the track, there is plenty of competition.



Our own form of testing is to drive directly into the traffic and see how bad you can mess up that nice polygon car.



Coming on the heels of the successful *Andretti Racing* and *Formula 1*, *CART World Series* is Sony Interactive's latest foray into the driving genre. This team created *Rally Cross*, and now is focusing on making a realistic simulation of the Indy Car circuit.

CART uses realistic effects

like drafting, car adjustments, gravel resistance, and pit-stops to make a racing game that is much more than just flooring it. The game includes a split-screen, head-to-head race or a link option for those with extra PlayStations and TV's, but the focus of the game is on the 17 races and points standing in the circuit mode.

Through the season, you can create your own driver or choose to be top drivers like Michael Andretti or Bobby Rahal. Each of the drivers performs for its real life teams like Penske, Newman-Haas, and Rahal, and the AI assures that driver personalities will come into play, meaning aggressive drivers like Tracy will cut off drivers and attack the course, while anal-retentives like Rahal will run a clean and cautious race.

Beyond being a realistic simulation, *CART* is one of the best looking driving games we've seen. The graphics are smooth and the high-frame rate allows for a deep sensation of speed. The only drawback to *CART* is that almost all of the ten tracks are big ovals. Fortunately, road tracks like Laguna Seca break up the monotony of turn-



Creating tracks from the actual blue-prints ensures a certain level of realism.

ing left over and over again. The key to this game is mastering drafting and passing techniques just like the drivers have to do in real life. This should be one of the better driving sims this year, but the variety and polish of *Formula 1* still looks to be king.



Turn left, you idiot! Almost all of tracks are oval, meaning it doesn't take a rocket scientist to find your way.



The smart camera pulls back when it's necessary to reverse.



Drafting off the other cars is the best way to pick up speed.



1-2 Then you have to pick a spot to pass, and then get back in line, kind of what it's like at the DMV. Many of the real drivers are included, but there's no Dick Trickle! We want Dick! After all, what other driver captures that good old boy, trailer park, beer and bowling ambience?



This is a game that everyone who has electricity in their mobile home has to have. The replay camera is an awesome way to watch a race.

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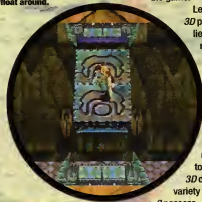


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PITFALL 3D

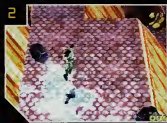
SYSTEM: PLAYSTATION
PUBLISHER: ACTIVISION
DEVELOPER: ACTIVISION
RELEASE DATE: FEBRUARY

Never have figured out how these platforms float around.



You know, Pitfall Harry's vine-swinging, croc-head jumping adventures have been a staple of videogames since it first came out on the Atari 2600. For each system thereafter, Harry has appeared in a different adventure with the same basic premise, avoid the crocs, scorpions, and pits while trying to find some ancient treasure. In these respects, *Pitfall 3D* is no different, however, the appearance and actual play mechanics have undergone changes due to the 3D nature of the game.

Let there be no mistake, *Pitfall 3D* plays nearly identical to its earlier incarnations. In fact, the most impressive element of *Pitfall 3D* is how it plays and feels like a traditional 2D platform game. The tight control, fast action, and constant jumping keep the action focused and intense, as opposed to the more sparsely populated nature of most 3D games. By the same token, the graphics in *Pitfall 3D* don't have the depth and variety that games like *Tomb Raider 2* possess.




1 The camera gets much closer to Harry. **2** This translucent chemical makes you float above the ground. **3** They actually motion-captured Roger Burchill to achieve the slow moving motions of the rockmen.



Vine swinging is a trademark in *Pitfall* games, but the ability to swing into the third dimension is a new one.

The upside:
WENCHES.
The downside:
THE PLANK.





MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SMILE
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's Mace - The Dark Age. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, Mace is well on its way to being the best 3-D fighting game for Nintendo 64™. There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button - it might just save your butt. Not to mention your life.

MACE
The Dark Age

EVERYTHING'S A WEAPON.

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MIDWAY



FIGHTING FORCE

SYSTEM: PLAYSTATION, SATURN

PUBLISHER: EIDOS

DEVELOPER: CORE

RELEASE DATE: DECEMBER

The mall level features some handy refreshments. How about a corn dog?



The release date for Eidos' action-oriented *Fighting Force* keeps inching closer and closer to being fully realized, and we've been consistently impressed by the additions and improvements that we've been seeing. With a gaggle of new levels and enemies to battle through, not only does *Fighting Force* seem like it'll push the limits of the gamer's skills, but also all the technological limits of the PlayStation and Saturn.

The environments continue to be completely interactive, allowing you to do everything from thrashing a soda machine to blowing up gates with bazookas. Not only does this feature promise loads of depth in gameplay, but it also hints at some revelations in control. With the capability for a two-player coop mode, as well as four different characters to choose from, *Fighting Force* may keep Core and Eidos on the videogame map long after the *Tomb Raider* rush.



1 The female characters tend to be quicker and much easier to maneuver. 2 Patrick Baggett always played the Alpha character. Hmm... 3 You'll have to be resourceful with your weapons since the bad guys grow progressively more difficult to defeat.



Using miscellaneous objects to whack your foes around can inspire you to do a little creative investigation of your surroundings.



The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end? Welcome to *Shipwreckers*, life on the high seas at its swash-buckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.

Visit www.psygnosis.com and enter the Shipwrecker's Treasure Quest Sweepstakes.

Shipwreckers!



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SUB-CULTURE

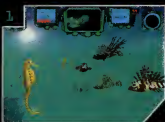
SYSTEMS: PC
PUBLISHER: LITE SOFT
DEVELOPER: CRITERION
RELEASE DATE: DECEMBER

Lighting effects give the game a decidedly underwater look.

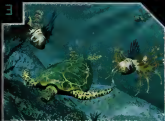


The recent trend of submarine games continues, but this time with the help of souped up 3D cards. *Sub-culture* puts the player behind the wheel... err... rudder of a mini-sub and sends them off on an underwater adventure. The 3D accelerated graphics are astonishing, with amazing visuals and giant fishies. The polygonal underwater creatures are all polygonal and feature incredible motion.

The detailed underwater environment makes just cruising around in the sub a joy in itself, but mission based gameplay and hordes of submerged foes ensures plenty of action as well. The early portion of the game places the player in an ocean, but later action takes place in an underground sewer. No matter where you are in *Sub-culture* the graphics are brilliant and if the missions turn out well then this could be the game that puts Criterion on the map.



Here's the most bizarre sea creature of all, the Sea Horse. >> Sting Rays, Turtles, and all the creatures under the Sea are recreated with some awesome polygonal models.



The 3DFA version of *Sub-culture* is (as you can see) quite gorgeous.

RIVEN

SYSTEMS: PC CD ROM
PUBLISHER: BROTHERBLOND
DEVELOPER: CYAN
RELEASE DATE: FALL

Sure, the graphics are nice, but they are pre-rendered stills, with some animation and scrolling.

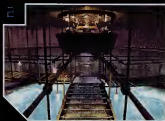
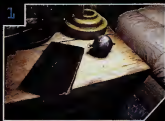


Myst was one of those games you either loved or hated. The point and click interface was open to question, but the superb graphics were not. The puzzles were either fun and logical, or convoluted and annoying, depending on your perspective. One thing that was always a little shaky, was the plot, which didn't so much unfold, as spill out.

Well, the team responsible for *Myst* has been hard at work on the sequel, *Riven*. It's expected that this sequel will sell in volumes of sickening size.

Many people expected *Riven* to take a better-looking, real time, 3D approach, but not the creators of *Myst*. They are apparently still trapped in a world of hypercard and Macromedia director, since the game's format will be pretty much identical to the original. Sound business sense, but hardly a creative leap.

Anyway, the good news is that you can walk around on another big creepy island, solving drawn-out, time-consuming puzzles until your heart's content. I'm not over-enthused about the prospect - but hey, what do I know?



1 The game looks better than its predecessor and will be packed full of the weird atmosphere that made *B* a hit. 2 Some things will be clarified that were pretty vague in the first game. 3 The puzzles have been improved this time around.



Beautiful lighting and amazing landscapes and not too many people.

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-Lord Chesterfield

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MK: MYTHOLOGIES

SYSTEM: PLAYSTATION
PUBLISHER: MIDWAY
DEVELOPER: MIDWAY
RELEASE DATE: NOVEMBER

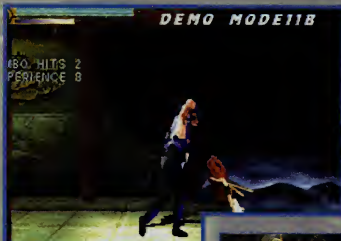
The icy one goes solo, but can he make it alone?



Big boss characters are typically placed at the end of levels and offer up a severe challenge.

The infamous (and quite wealthy) creators of *Mortal Kombat* have split up to create two separate games. While Ed Boon went to work on turning *MK4* into a 3D fighter, John Tobias has been working on *Mythologies*. The game features Sub-Zero as the protagonist in what can best be described as a gory platformer with hints of *Final Fight*.

The adventure takes place before the first *Mortal Kombat* and gives you a deeper look into Sub-Zero's shady past. This off-shoot of the *Mortal Kombat* series is similar in style, but has made significant changes in gameplay. Sub-zero maintains all of his icy maneuvers from the arcade and the gore and dark tone is in place as well. The big difference is that players have to navigate the frigid ninja through hordes of enemies and manage to leap from one floating platform to another while avoiding deadly traps. The digitized characters are nearly identical to Trilogy and all the motion-capture hasn't changed at all, but the developers have managed to jazz up the special effects to make the game more visually appealing.



No worries, deaths in *Mythologies* are frequent and fairly disgusting.

Ultra GP broke the story on *Mythologies* in our July issue and just recently, we got an opportunity to play through a more finished version. While the game isn't finished, it is quite obvious that anyone who is a fan of Sub-zero or *Mortal Kombat* is going to love this game, which is a good thing. With as many characters as there are in the *MK* series, this *Mythologies* title could be a veritable gold mine!

However, it remains to be seen if *Mythologies* can stand on its own as a decent platform game.



'Chill' Who are we kidding? This guy would never say anything like that!



'Ice to meet you' Guch! That hurt! Looks like you better send us to the punitentiary!



Typical goons like this litter the scene on a regular basis. The FMV scenes help explain the story of Sub-Zero. We'll give you a hint, 'Rosebud' is a sled. Who would have thought *Mortal Kombat*'s most vicious character would follow in the footsteps of Mario?

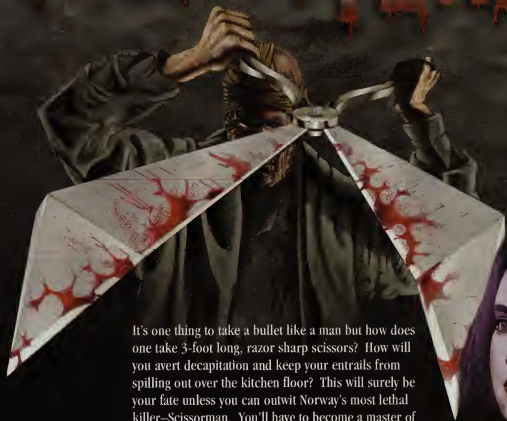


If the enemies don't get you, then the traps are sure to 'stick' it to you.



The special effects enhance the look of the game and are much better than those in the *MK* series. These two shots show that the game or golf originated in the outworld and only spawn of Hell play the damn thing!

SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

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- ✦ Amazingly detailed, horrific graphics and special effects.
- ✦ Bone-chilling sound effects.

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CLOCK TOWER™

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NINTENDO 64



VIDEO SYSTEM

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FAST ACTION THAT
DEMANDS FAST REACTION.
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ONLY GAME THAT MATTERS.

TEST DRIVE 4

SYSTEM: PLAYSTATION
PUBLISHER: ACCOLADE
DEVELOPER: PITBULL SYNDICATE
RELEASE DATE: NOVEMBER

Super Cars Vs. Muscle Cars - you can't lose!



Even in areas like tunnels, exquisite light sourcing brings up the visuals.

Well, it looks like there's going to be more racing games than pissed-off union elves this Christmas, which is good news if you're a racing or automobile enthusiast. The problem isn't just going to be distinguishing the good from the bad, but also figuring out which game isn't just going to give you the same old thing.

From our latest look at *Test Drive 4*, it appears that the game has a lot going for it and offers a slightly different tack from your usual videogame offering. Unlike most racing games, *Test Drive 4*'s track's aren't circular courses that have the player going around and around, ad infinitum. Each of the six courses in *TD 4* are more akin to Rally tracks that have racers navigating from point A to B with a wide variety of differing landscapes in between. Players will follow a designated path that will have them racing across the countryside and through cities as well. Each environment will be distinctly detailed with recognizable landmarks and elements like cross traffic and roving police cars to ensure that each racing experience is unique.

Although the tracks in *Test Drive 4* are visually tantalizing, it is really the cars that are the stars of the show. So far, ten cars from the super and muscle car arenas have been licensed and included in the game. Each of the cars are rendered with exquisite detail and feature distinct and accurate performance and handling characteristics. Including hidden cars, there may be as many as two dozen cars included in



Test Drive 4's exquisite graphics make it an instant contender in the crowded racing genre.

the game when all is said and done.

A peak at the PC version of the game revealed even more beautiful graphics, with the 3Dfx-enhanced version of the game offering eye-popping visuals. Even as good as the one-player game looks and plays, it will really be the multi-player mode that we will be looking forward to. The PC version of the game will support up to eight players while PlayStation fans will have to content themselves to two-player link cable play.

Comprised of the core team behind the *Destruction Derby* series, Pitbull Syndicate appears to have produced another entertaining racing game.



Test Drive 4 races take place on cross country road circuits.



The TVR Cerbera is one of the double digit number of rides available in the game.



1 The environments of each of the six tracks have their distinct flavor and visual appeal. 2 The San Francisco track is looking mighty impressive, but will it be good enough to compete with the likes of *San Francisco Rush*? 3 Touches like skid marks and realistic smoke effects round out the graphics nicely.



Different weather conditions offer significantly different handling challenges to the driver.



1 Ah, the hills of San Francisco... it's the only way to fly. 2 Pitbull Syndicate. Sounds like a charming little village!



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Gain new powers.

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Hell, some of them
might even live.

ROB LIEFELD'S
YOUNGBLOOD
SEARCH & DESTROY

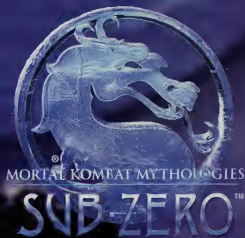


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DIDDY KONG RACING

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: RARE
RELEASE DATE: NOVEMBER

More Kart than Mario, more Monkey than, uh... a barrel o' monkeys

Evidently, rivers in Diddy's country are extremely shallow, indicating a drought.



There's less, square items in the background are whirly are get plywood and pegboard

Nintendo just loves to surprise us. Just think how baffled we were when the Japanese giant invited us to its Redmond, Washington, HQ to see a never before announced N64 game. I mean, keeping N64 games secret is like hiding your cards in a game of Solitaire. The N64 is famed short of games. *Diddy Kong's Racing* is all set to address that issue, but is it enough?

All of Nintendo's big titles for Christmas have slipped. *Zelda*, *Banjo*, *Yoshi's Story* and the 64DD are all now due in 1998. *Diddy Kong* will launch in November (we should have a review next month).

The good news is that it rocks. Having played it extensively, we're in the unique position of telling you that the game has lasting power, even at this preview stage. As you'd expect from

Rare, the presentation and graphics are peerless. Polygonal characters and vehicles make this look a hell of a lot better than *Mario Kart 64*. The backgrounds, too, are beautifully rendered, with cool lighting effects and some of the nicest, sharpest textures on the Nintendo 64.

The environments are pretty darned similar to *Mario Kart*, with snow, grass and a



beach being especially

reminiscent of scenes from that game. The big difference, though, is that you're not confined to cars. Hovercraft and planes also make an appearance, affecting the gameplay dramatically.

Although Diddy Kong is the star of the show, other characters make appearances to spice up the action. These include super-violent, maniacal tough-guys like Tip Tap The Turtle and Pipesy The Mouse. Other Rare stars, like Banjo the Bear, Conker the Squirrel and Krash the Kremling, are there as well.

There are at least 20 courses in the game, but with interesting shortcuts and hidden bits, the game promises to be more



Ice affects the handling of the kart, but doesn't have too much effect on the plane.



The graphics are a result of Rare's leading edge technology and include spectacular lighting.



1 Turbo boosts and magnets are just a couple of features you'll use to shave seconds off your best times. 2 And Miko said, 'Wow, isn't that the ice track from *Mario Kart 64*?' 3 The prohibitive level has more than its fair share of terrestrial and aerial terrors.



1 The two player split screen mode is slightly better looking than the four, and certainly it's easier to see what's going on. 2 Like *Mario Kart* before it, *Diddy* features a very useful four player split screen mode for both racing and fighting.

DIDDY KONG RACING

than just another stab at *Mario Kart*. That said, the game does include wacky weapons and a battle mode of sorts.

Nintendo is heavily pushing the adventure aspect of the game, taking hidden paths can lead to new characters and hidden power ups. This freedom of movement distinguishes the game nicely from other, more linear racers.

All in all, a pretty looking, addictive and fun addition to the genre and probably one of the biggest selling games this Christmas (we predict).

DejaVu?

Hmm, I wonder if the people upstairs are humming out of ideas. It seems to me that the recent crop of Nintendo announcements and releases has been lacking in variety. There are *Doom* clones galore, platform games aplenty (*Banjo*, *Conker's Quest*, *Mario* and to a lesser extent, *Bomberman*) and the fact

that Nintendo should represent itself with a clone of its own game is bizarre, because you don't

have to be a nuclear scientist to know that *Diddy Kong Racing* looks exactly like *Mario Kart 64*.

In fact, the only innovative game even remotely on the horizon for the N64 is the legendary *Zelda 64*. It's also becoming apparent that Nintendo 64 development and manufacturing times are leading to massive delays. *Diddy Kong Racing* was picked at the last moment to replace *Banjo Kazooie* in Nintendo's holiday line up. It's our guess that they would have held this release off for months had *Banjo* not sailed past its due-by date. *Mario Kart 64* is still selling and this'll be competing for shelf space.

Apparently, this woodland creature is racing for either Satan or Carl's Junior.



The trackside objects are very detailed, as this quaint little town demonstrates.

All aboard the good ship Nintendo!



Wow! The four player mode is really, uh... foura (sic)ous!



And the two player mode really doubles your pleasure!



Here Evil Bear files a napalm strike over Santa's Village. Sorry, gang, no Christmas this year!



1 After sacrificing several of his woodland friends, the Evil Bear has taken first place!

2 Listen to the maniacal laughter as Evil Bear runs with the Devil...



RESIDENT EVIL 2

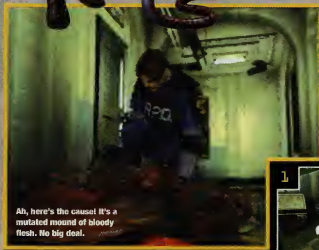
SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

RELEASE DATE: JANUARY

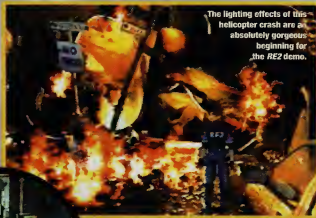
The only game scarier than our own home-grown horror, Bill Donohue



Ah, here's the cause! It's a mutated mound of bloody flesh. No big deal.

When Capcom strolled into our offices, offering up bagels and dangling the *Resident Evil 2* demo, you can bet all operations shut down immediately for the event. Undoubtedly the hands-down, most anticipated game of early '98, everything from the graphics to the environments seems to have been overhauled for *RE2*. Dramatic light-sourcing, an incredibly spooky, but beautifully orchestrated soundtrack, tear-inducing character detailing, and, of course, glorious gallons of gore were all unveiled in only the first five percent of the game! With pre-rendered backgrounds (akin to the gorgeous backdrops in *FFVII*) that still allow interaction, *RE2* surpasses not only its namesake predecessor, but the majority of the titles that have yet to come out.

But enough about the graphics, what about the gameplay? The controls have been refined, with intelligent and cinematic camera angles, some new moves and techniques (like climbing) have been added to your character's repertoire, and enemy AI has been stepped up to make survival a more challenging goal. What does this mean in the game? It means that you won't be able to take zombies and various creatures down as easy as you'd like to think. This also means that they'll have more capabilities (no more undead Forrest Gumps) in disposing of either of the two playable characters. Puzzles and item collecting missions are more integral to traversing the various sites of Raccoon City, while character interaction seems more frequent and important to



The lighting effects of this helicopter crash are absolutely gorgeous beginning for the *RE2* demo.



This scene gives a whole new meaning to the saying: 'I wouldn't want to meet them in a dark alley.' Luckily, Leon's packing heat.



Capcom promises the same 8-movie audio styling that everyone loved in the original.



Those zombies are always looking for daily affirmation and the occasional headlock.

the progression of the game's storyline.

The demo of the game that we were able to view is slated to be packed in with *Resident Evil: Director's Cut* when it arrives in stores later this year. And if all goes well (and it seems like it is), the full-length two-disc version will be stalking store shelves by January '98. The entire office is waiting with bated breath.



1 Anyone up for a little target practice? 2 Single-shot decapitations are still a solid staple of enemy interaction if you manage to find the shotgun. 3 Nice camera angles will give you a real sense of just how much Formula 409 you'll need to clean this place up.



1 The "through-the-window" shot is reminiscent of some of the celluloid horror classics, like *Friday the 13th*, and will keep gamers on the edge of their seats. 2 Hmm... a pool of blood dripping from the ceiling? If only Barry were here, he'd give us a really lame explanation.

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BREATH OF FIRE 3

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

RELEASE DATE: JAN. 27, 1998

Game characters often make illegal transactions by this big pillar, we are told.



Capcom's latest and only offering in the RPG genre, *Breath of Fire 3*, appears to be top notch stuff. At first glance, there doesn't seem to be much that separates *BOF3* from its SNES predecessors, but with the inclusion of 360-degree camera rotation enabling you to spot some otherwise secret or hidden areas, items, etc., there's sure to be plenty of differences to position *BOF3* as a true 32-bit title. But not to worry for fans of the series... you'll still be able to fish for secret items, like in the first two installations in the series.

The storyline involves the struggle between the practically extinct Dragon tribe and an evil force seeking to exterminate them. You'll assume the role of Ryu, who must seek out his true identity, memories and past in order to discover the puzzling cause of his amnesia and to eventually become savior of his land. Keep an eye out for more details on this hot title in the months to come.



- 1 Backgrounds, and animations appear flawless in detail and palette.
- 2 With the 360-degree ability to rotate cameras, you should be able to see what's lurking right around the corner.
- 3 Mmmmm... pretty spells.

This shot of an incredibly colorful combat scene is especially easy on the eyes. The rest of the previewable game follows much in the same amazing stead.



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FIFTH ELEMENT

SYSTEMS: PLAYSTATION, PC

PUBLISHER: GAUMONT

DEVELOPER: KALISTO

RELEASE DATE: 2ND QTR., 1998

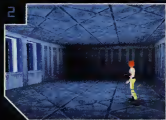
Levels like this look very promising, with different areas to explore.



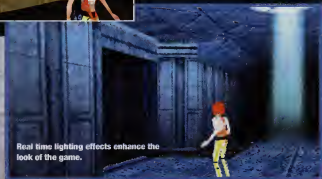
Perhaps the most disappointing sci-fi movie of the year, *The Fifth Element*, is now set to appear as a game on the PC and PlayStation. In what can only be described as 'the french connection', frenchie developer Kalisto has teamed with movie director Luc Besson (another frenchie) and Gaumont (you guessed it, frenchie!) to bring the movie to life.

The game will be using a variation of the *Nightmare Creatures* engine, as you cruise through the 3D landscape as Dallas or Leeloo. The 15 levels of action will have you performing the usual shooting and puzzle solving as you search for four elements. While the movie was mostly trash, it is clearly one of the best-looking movies of all time. If the developers can maintain that look and throw in something we call 'gameplay', then *Fifth Element* could be one of those rare games that are better than the movie.

The game is coming for the PC and PlayStation, with the PC version requiring some sort of high end 3D card and focused on the Power VR.



- 1 *Fifth Element* is a good looking game (of course, the movie looked good, too).
- 2 The developers are saying that *Fifth Element* will have more adventuring than *Nightmare Creatures*.
- 3 The polygonal Leeloo is spot on, right down to the wraif-like figure.



Real time fighting effects enhance the look of the game.

AL E N

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Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



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AND HIDE

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YOU'D DO IN A

ALL THE THINGS

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AEROFIGHTERS ASSAULT

SYSTEM: NINTENDO 64
PUBLISHER: VIDEOSYSTEM
DEVELOPER: PARADIGM
RELEASE DATE: NOVEMBER

The N64's first air combat game has its ups and downs

Get toe to toe with those damn Russkies!



When the N64 first came out, it had only two games. One of these was *PilotWings*, a challenging tour de force in the sky. There was just one problem... aside from the hapless MechaHawk, you couldn't blow a damn thing up! Where was the combat, the thrill of the kill?

Along comes *Aerofighters Assault*, the N64's first air combat game, from VideoSystems. While this game does offer up glorious air to air dogfighting, there are a few surreal elements that might be considered distracting.

Aerofighters Assault is a Rumble Pak compatible, 64-meg cart with built-in battery backup, which offers the player seven regular missions and four hidden ones. You can play as one of four basic characters or as one of the two hidden pilots. The head to head dogfighting is some of the best we've ever seen, with realistic flight physics, right down to the wings blowing off condensation during high gee moves. There's even a special dogfighting view, which at first takes some time to get used to, but once mastered, is exceptional.

Some of the distractions are noticeable only in the mission mode, like some of the sci-fi bosses, including a giant crab-like tank, which, of course, is bent on destroying Tokyo. Several futuristic weapons are included also, which may be helpful against said crab tank, but don't lend much realism. Several of the planes have also been



Yeehaw! Some stuff blows up real good!

rendered in gaudy primary colors. Egad!

One final thing that was kind of a hindrance was the AI for the enemy fighters. This program has been set up to recognize one thing: whether or not you're going to head straight for the level boss. If you do, you'll find yourself completely swarmed under with fighters, but if you decide to take the fighters on first, they're kind of few and far between, if you know what I mean. This can be annoying at times.

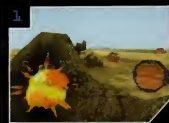
Aside from these few shortcomings, *Aerofighters Assault* has the promise of becoming an A-1 air combat game. You're gonna want to suit up and fly this baby just as soon as it rolls out of the hangar!



The opening FMV sequence is really fantastic.



There he is! Let's get some!



- 1 Flying through these rings is the way new pilots are trained in *Aerofighters Assault*, but some people never learnt! Gosh!
- 2 Single plane missions start off with this launch sequence.
- 3 Fly the friendly skies over Tokyo. Has anyone seen Muthra?



- 1 The mission briefing screens are very detailed... including insider info on your enemies, like this giant crab monster, robot-type, uh... thing...! Scary, huh, gang?

DIE BY THE SWORD

SYSTEMS: PC

PUBLISHER: INTERPLAY

DEVELOPER: INTERPLAY

RELEASE DATE: DECEMBER

Severed limbs, rolling heads, and a truly innovative engine, all in one

As is quite obvious by the title, *Die By The Sword* is a real time medieval adventure featuring a very big sword. What makes *DBTS* special is a real time mathematically generated character animation that gives the player more control than ever before. What does this all mean? Basically, all videogames have preset moves, which when triggered are carried out by an animation. The developers at Interplay have figured a way so that you are actually controlling the character's arms in real time. This means there are no preset moves, but you can create an endless number by combining movements. For those who prefer the one touch moves, there is a move editor that allows you to save wicked combinations.

Other than the new method of animation, *DBTS* offers interactive backgrounds, intelligent enemies, crisp 3D graphics, and puzzles with more than one solution. The raised terrain allows for tactical advantages in fights and obstacles like water and lava can be used to thwart an enemy. The game has an arena mode, which is your basic fighting game using the characters from the game. However, the most interesting part of the game is the quest mode, which offers an adventure through seven distinct environments. Enemies like Kobolds, Skeletons, giant tentacles, and Orcs (the other white meat) all have their own set of AI, which means you have to change strategies depending on who you are fighting.

The 3D version is stunning, with ultra-smooth graphics.



You can literally pull off any move that is possible with a sword once you become skilled.

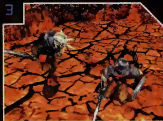
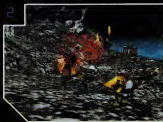


The interactive backgrounds give the fights much more life.



Different camera angles let you play like *Quake* or *Tomb Raider*.

On top of all that, *DBTS* has got loads of gore. Dismemberment is a crucial element of the game and enemies continue to fight with missing limbs. You can even continue to cut up the bodies after they're dead. If you've got a PC and a 3D card, you'll want to keep an eye on this title.



1 'Merely a flesh wound! Come on back, I've got another, don't I?' 2 Area sensitive collision means you can work on a weak spot, which adds a great deal to the strategy. 3 'Are you sure you lost them here?' 4 'Damn these contact lenses!'



Do the heart that it's interesting like this that causes mind trails to be slow and stupid.



1 The seven worlds all have a different graphical look. 2 Severing heads is one of the many joys of swordplay.

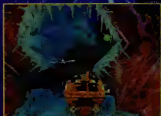
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when the water pressure caves your head in.

Looks like you're in deep ship.

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SYSTEMS: PC, ARCADE
PUBLISHER: TBA
DEVELOPER: MANGO GRITS
RELEASE DATE: DECEMBER

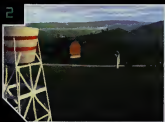
Lighting effects and an amazingly animated sky punctuate this game's visual flash.



The development team for *Barrage* originally started as four employees of Xatrix who were previously working with high-end Reality Engine hardware. Seeing as these quarter of a million dollar toys would never wind up in your living room, the team was doing pre-rendered rail shooter like *Cyberia*. Pretty dull when compared to what *Barrage* shows off in real time, huh?

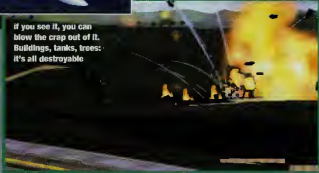
According to Mango Grits' president, Joan Wood, the game will have five distinct levels, each of which has similar objectives. Basically, players have to destroy enemies, while triggering buoys in each level to activate the portal to the next. The game borrows its visuals from the dozens of SGI military simulations that have been demoed at graphics shows. The horizon is rendered extremely far away so you're unlikely to see much in the way of pop-up here. It's amazing!

Barrage is being slated for use on both PCs as well as in the arcades as part of the Intel Open Architecture Arcade Initiative. The home PC version should be available by Christmas, while the arcade version has yet to have a timeframe for completion determined.



1 On the prairie, tanks, jeeps and radar turrets represent your evil enemies. 2 Old McDonald would probably be pretty pissed if he knew his barn was in your sights. 3 Sharks and other underwater creatures are a part of some later levels in the game.

if you see it, you can
blow the crap out of it.
Buildings, tanks, trees:
it's all destroyable



BLADE RUNNER

SYSTEM: PC
PUBLISHER: VIRGIN
DEVELOPER: WESTWOOD
RELEASE DATE: DECEMBER

And the
thermos
holds
twelve
ounces
of
coffee
or hot
cocoa



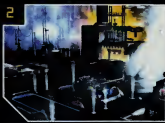
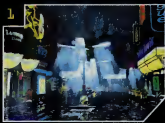
Some of the replicants hold jobs in the 'entertainment' industry. Sometimes you just have to bust into their dressing rooms to get their attention.

You know, *Blade Runner* is probably one of the most popular cult classics of all time, but somehow it comes as a surprise that no company to date has been able to secure the rights to the movie for use in a videogame... until now. The license itself is held by 'the *Blade Runner* Partnership' and only granted

Westwood the rights to do the game if it were an action game. This ain't no point and click adventure. As the player, you take control of a bounty hunter who is searching the city for replicants (basically androids). Members of the original crew, such as the movie's creative director, Syd Mead, have been brought onto Westwood's gaming staff to help recreate the film's famous dark mood and feel. Similarly, the game's art director, Aaron Powell is making use of his architecture experience to help recreate a futuristic Los Angeles.

'We've found new ways of rendering to the screen,' says vice president Louis Castle.

Traipsing through deepest, darkest post-colony LA will provide hours of adventure and action.



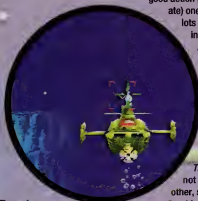
1 Put the kids to bed, this game ain't made for the under 16 crowd. **2** Your hovercar is waiting for your foot to punch the accelerator. **3** The replicants are extremely smart and often difficult to detect. Sometimes, it's better to run and fight another day.

This lab sure is dark and spooky. Your bounty hunter certainly doesn't want to be the object of any testing here.



CRITICAL DEPTH

SYSTEM: PLAYSTATION/PC CD ROM
PUBLISHER: GT INTERACTIVE
DEVELOPER: SINGLETRAC
RELEASE DATE: NOVEMBER



The water looks dark, heavy and completely convincing. Obviously, this is an essential part of any submarine game.

We all live in a yellow submarine. Well, not all of us, just a gang of ex-CIA guys with bad attitudes and ton of guns. And these are some of the nice ones. *Critical Depth* is the undersea answer to *Twisted Metal*.

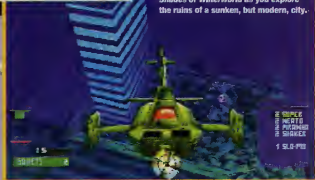
SingleTrac, the developers, know a good action game when they see (or create) one. *Critical Depth* has undergone lots and lots of changes since its inception several months ago. And all for the better. What once looked like a promising action game now looks like a true successor to the excellent *Twisted Metal*, but with submarines. It should be pointed out that this is more action-oriented than the comparatively sedate *Treasures of the Deep*, so it's not really a case of one or the other, since they're both different. Graphically, *Critical Depth* is looking great. Nice watery effects, cool torpedo trails and some very nifty lighting. The wide variety of 'arenas' and submarines (as well as their whacked out occupants) mean lasting appeal shouldn't be a problem.



1 There are numerous weapon refills and power ups located throughout the game. Finding 'em is imperative.
2 The French. I'm saying nothing, I'm already in too much deep water with the Quebecois.
3 Sure, these look like nice boys. I'd trust 'em with a nuclear attack submarine.

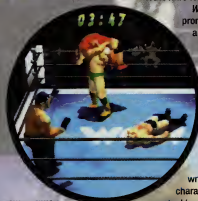


Shades of *Watersworld* as you explore the ruins of a sunken, but modern, city.



WCW VS. NWO / WCW NITRO

SYSTEM: PLAYSTATION, NINTENDO 64
PUBLISHER: THQ
DEVELOPER: ASTIX CORP./INLAND
RELEASE DATE: NOVEMBER

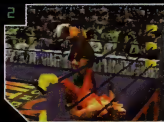


WCW vs. NWO has an extremely crisp and well defined look.

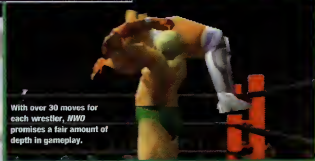
Explicitizing on the continued success of WCW titles on the market, THQ has scored some major past hits on the PlayStation and promises to carry on the trend later this year with two brand new titles, *WCW vs. NWO* for the N64 and *WCW Nitro* for the PlayStation.

WCW vs. NWO looks highly promising, with over 45 wrestlers and featuring a mode that allows up to four players to brawl on the screen at one time. The game will also be compatible with the N64 Rumble Pack, which will make this an even more tempting package for gamers looking to immerse themselves in the action.

The PlayStation title, *WCW Nitro*, features over 15 wrestlers and numerous hidden characters. With other goodies, like actual 'run-in' characters to interrupt the matches and add realism to the experience, it looks like the 4th Quarter of 1997 may be a ripe time to be a wrestling game fan.



1 The first and only wrestling game for the N64 looks great! 2 The soundtrack for *WCW Nitro* includes some rather hard-hitting, popular bands, broadening the game's appeal. 3 The usual ring-outs and taunts are back and in full glory for the latest wrestling game on the PlayStation.



With over 30 moves for each wrestler, *NWO* promises a fair amount of depth in gameplay.

BANJO KAZOOIE

SYSTEMS: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: RARE

RELEASE DATE: MARCH



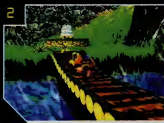
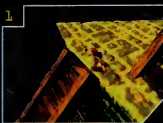
Whether he's playing piggyback with a bird or just walking on a pier somewhere, Banjo is a bear.

The march of time — an affliction that affects every video game on the Nintendo 64, and the latest setback for *Banjo Kazooie*. Nintendo and Rare were supposed to join forces and get this cool-looking platform game out for Christmas. That won't be happening now.

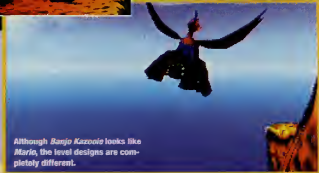
You have to admire Nintendo for making quality count and that's the reason *Banjo* has been delayed. The game has been sent back for level tweaking to ensure that this plays as well as its closest cousin — *Mario 64*. Since the graphics are amazing, they don't need to be touched at all.

So, instead of making Christmas stockings all over America, Banjo the Bear and his flying friend Kazooie will make landfill nearer March '98. So don't hold your breath any longer. As an aside, Nintendo is now focusing its spotlight on another Rare action title, the *Mario Kart*-esque *Diddy Kong Racing*.

Rare is expected also to add a few new features to the game in this ill, including more levels and new powers for both Banjo and Kazooie (who take it in turns to run or fly around the levels, depending on the obstacles at hand).



1 The level designs are complex and rely heavily on true 3D for exploration fun. 2 The graphics are actually better than those seen in *Mario 64*, with less draw in and almost no clipping bugs. 3 Rare's style is evident in the carefully rendered graphics. We can't wait for *Donkey Kong Country 64*.



Although *Banjo Kazooie* looks like *Mario*, the level designs are completely different.



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MUSHY THING BETWEEN YOUR EARS



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CONKER'S QUEST

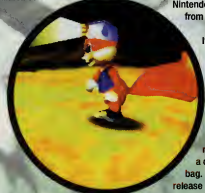
SYSTEM: NINTENDO 64

PUBLISHER: RARE

DEVELOPER: RARE

RELEASE DATE: MARCH

Poor old Conker may find himself up against the might of Banjo Kazooie come March 1998.



Hey, wait a minute, one of our biggest criticisms of this game is that it was too similar to Banjo Kazooie. So if Banjo is delayed until March and this is still due to come out at the same time, then won't they be competing with each other? Sure looks that way.

That situation would suck for Rare. This is its first self-published game (even though the company is partially owned by Nintendo) since it changed its name from Ultimate: Play the Game.

Nintendo would put its well-respected marketing muscle behind Banjo, presumably leaving Conker and Rare to fend for themselves. And the game is similar to Banjo Kazooie. But to be fair, the game is looking pretty sharp, and who knows? This being Rare's real baby, maybe they can pull a couple of tricks from the N64 bag. Our bet though is that the release dates will somehow be staggered. With the success of Goldeneye behind it, Rare is on a roll.



1 A literal storybook unfolds the plot as the game progresses.

2 Mike Salmon was so scared by Conker's adult themes, that he peed his pants and electrocuted himself with the rumble pack. 3 See the squirrel. The squirrel is searching for his nuts.



Marvel at the beauty, the gore of Conker's Quest, perhaps one of the bloodiest video games ever made.



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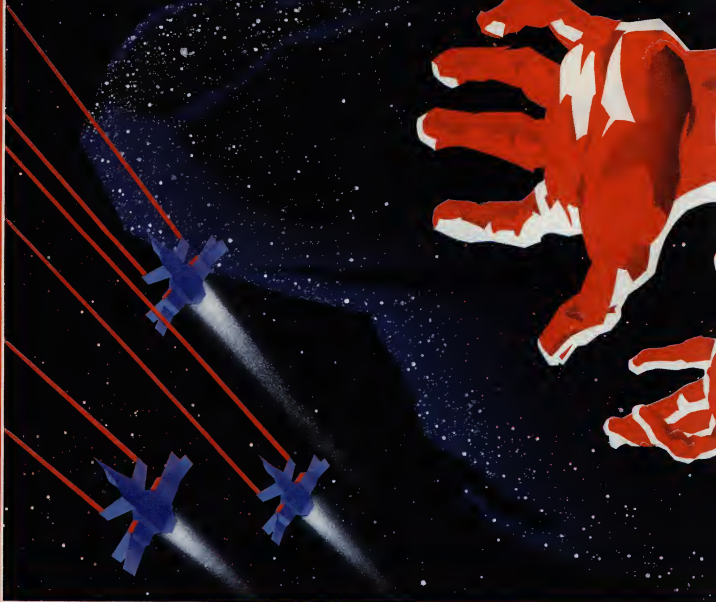


Each Magic card features artwork so vivid, you may actually feel its power. This is not always a good thing.



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EPIC SPACE CONFLICT



LAMBORGHINI 64

SYSTEM: NINTENDO 64

PUBLISHER: TITUS

DEVELOPER: TITUS

RELEASE DATE: FALL

**Hey, wait!
That's
my car!
Come back!!!**



If not performed correctly power-slides can lead to disaster.

You know, it seems every time we blink our eyes another racing game is being announced for Nintendo 64. *Rev Limit*, *Top Gear Rally*, *San Francisco Rush*, *Multi-Racing Championship* and now, *Lamborghini 64* by Titus Software.

So what separates this game from the others, if anything? First of all, the cars. While other racers focus on rally and off-road vehicles, *Lamborghini 64* pits players in high performance dream cars. Of course, Titus has provided a solid selection of fast vehicles, from the Lamborghini Diablo to the tire-shredding Countach.

Graphically, *Lamborghini 64* looks stunning. Sporting anti-aliasing, mip-mapping, real time shadows and even a nice lens-flare effect, the game has a polished look to it that other racers fail to realize.

And with over five different racing modes (including arcade, championship circuit and time trial among others), it could end up being one of the few racing games with high replay value.

After months of flip-flopping between the idea of including a multiplayer mode or canning the idea altogether, the development team has opted to keep the option and, from what we've seen of it so far, we're happy with the decision. Not only can two players go at it in a split-screen (with horizontal or vertical views) race to the finish, but up to four people can burn rubber on screen at once.

You can all breathe a sigh of relief



Titus has put together a 3D racer filled with lush backgrounds and realistic tracks.

now, for yes, Rumble Pak support has been included. Expect the little bugger to shake and buzz, as only it can, when players collide with other cars, spin out and crash.

It seems the fastest racers, however, may be the games themselves. At least four racing games will be hitting U.S. shores by this December and, considering the fact that Nintendo 64 titles sell like crazy, the competition is going to be fierce. Which game will cross the finish line first is still up for grabs, but assuming Titus can make the necessary tweaks to its beautiful racer, *Lamborghini 64* is right on track to be a top racer.



Titus has a head start over other racing games with its early September release.



Dropping roads are perfect for catching lots of air.



- 1 The game offers both a horizontal and vertical split-screen view.
- 2 Horizontal split-screen multiplayer action! 3 Ah yes, there's nothing like a relaxing drive through the country in your Lamborghini Diablo.



Titus is promising future upgrades to *Lamborghini 64* via the 64DD.

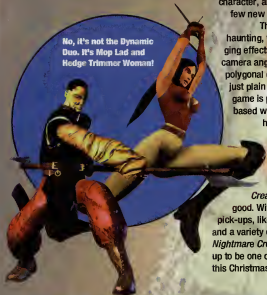


- 1 Smoke and fire-tracks are the aftermath of spinning out.
- 2 The ever popular lens flare effect is back again for another Nintendo 64 title.

NIGHTMARE CREATURES

SYSTEM: PLAYSTATION
PUBLISHER: ACTIVISION
DEVELOPER: KALISTO
RELEASE DATE: OCTOBER 31

No, it's not the Dynamic Duo. It's Mop Lad and Hodge Trimmer Woman!



Just in time for Halloween, Kalisto and Activision are finishing up on the 3D adventure *Nightmare Creatures*. The latest version we got in has added a new playable character. The typically underdressed female is said

character, and she features a few new moves as well. The graphics are haunting, with smooth fogging effects, dramatic camera angles, and detailed polygonal enemies that are just plain frightening. The game is primarily action based with the occasional hidden key and what not. The game it's most like is *Perfect Weapon*, but *Nightmare Creatures* is actually good. With weapon pick-ups, like a revolver, and a variety of moves, *Nightmare Creatures* is shaping up to be one of the surprise hits this Christmas.



1 Hammer Time! The return of the big pants — say it ain't so!
2 Interactive backgrounds add another dimension to the game. 3 Beating up scary creatures is the perfect retribution for those childhood nightmares.



Plenty of gore makes *Nightmare Creatures* the perfect Halloween treat.

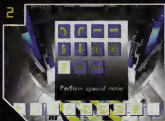
YOUNGBLOOD

SYSTEM: PLAYSTATION
PUBLISHER: GT INTERACTIVE
DEVELOPER: EXTREME
RELEASE DATE: NOVEMBER

You'll be able to stockpile your team and examine each member's stats before you send them into battle.



Among the flood of comic-book-series-turned-into-video-games, GT Interactive attempts to take the action genre to a different level with the November release of *Youngblood*. Placing more emphasis on strategy and even some role-playing elements, *Youngblood* has you in control of the entire comic-book team, pairing up to four out of eleven members to handle specific missions. With eleven missions to complete, the game appears to have a nice amount of depth and challenge for fans of the action/strategy genre. With real time action missions and even a death-match mode, *Youngblood* appears to have some elements to attract more than just fans of the comics. But fans of the actual series won't be disappointed, either, since the game's storyline will closely follow many of the plots and character backgrounds found in the print *Youngblood*. Your characters can even develop and hone their special skills as the game unfolds. We'll be able to give you more information on *Youngblood* as it develops.



1 Character designs are incredibly clean and true to the comics. 2 The training room will give you some clue as to what you'll face in the actual mission. 3 You'll have to tackle a fairly steep learning curve before you're actually able to master the gameplay.



The game itself consists of true, real time action, as well as interaction with your teammates.



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NOVEMBER

Nintendo 64

Duke Nukem 64 - GT Interactive
 Extreme G - Acclaim Ent.
 Joust Epic - Midway Home Ent.
 Madden 64 - Electronic Arts
 MK Mythologies: Sub-Zero
 - Midway Home Ent.
 NBA Basketball 64
 - Midway Home Ent.
 NFL Quarterback Club '98
 - Acclaim Ent.
 RoboRaid 64 - Midway Home Ent.
 San Francisco Rush
 - Midway Home Ent.
 Wayne Gretzky's 3D Hockey 2
 - Midway Home Ent.
 WCW Vs. NWD - T+Hq

PlayStation

Batman & Robin - Acclaim
 C&C: Red Alert - Virgin Interactive
 Caron Shot - Jasci Ent.
 Colony Wars - Psygnosis
 Constructor - Acclaim
 Courier Crisis - GT Interactive
 Crash Bandicoot 2 - Sony CE
 Critical Depth - GT Interactive
 Deathtrap Dungeon
 - EIDOS Interactive
 Duke Nukem - GT Interactive
 Frogger - Hasbro Interactive
 Jet Moto 2 - Sony CE
 Jimmy Johnson Football '98
 - Interplay
 Legion - Sony CE
 Mass Destruction - ASC Games
 NBA Heroes - Midway Home Ent.
 NBA Shootout '98 - Sony CE
 NCAA Gamebreakers '98 - Sony CE
 Necrodamer - Mindscape
 NFL Quarterback Club '98 - Acclaim
 DNE - ASC Games
 Rampage World Tour
 - Midway Home Ent.
 Riven - Acclaim
 San Francisco Rush
 - Midway Home Ent.
 Secret Agent Gex - Crystal Dynamics
 Skull Monkeys - Electronic Arts
 Sorcery - Sony CE
 Spawm: The Eternal - Sony CE
 Star Wars: Master of Teras Kasi
 - LucasArts
 Street Fighter 2 Collection - Capcom
 Surreal - ASC Games
 Test Drive 4 - Accolade
 Third Annual TNN Outdoors Bass
 Tournament - ASC Games
 TNN Motorsports Hardcore 2
 - ASC Games
 Tomb Raider 2 - EIDOS Interactive
 Vs. - T+Hq
 Wayne Gretzky's 3D Hockey 2
 - Midway Home Ent.
 WCW Nitro - T+Hq
 X-MEN: COTA - Acclaim

Youngblood - GT Interactive
 Zork: Nemesis - Activision

Saturn

Enemy Zero - Sega
 FIFA '98 - Electronic Arts
 Masked Knight Rayearth
 - Working Designs
 Mass Destruction - ASC Games
 NASCAR '98 - Electronic Arts
 Quake - Sega
 Sacred Pools - Sega
 Sonic R - Sega
 Street Fighter 2 Collection - Capcom
 TNN Motorsports Hardcore 2
 - ASC Games
 Worldwide Soccer '98 - Sega

PC

Airport '97 (Win 95)
 - 21st Century Ent.
 Andretti Racing (Win 95)
 - Electronic Arts
 Assault (Win 95) - Broderbund
 Battletide: Honor Bound
 - Microprose
 Black Crypt (Win 95) - GT Interactive
 Blade Runner (Win 95)
 - Virgin Interactive
 Caesars Palace - Interplay
 Command&Conquer II: Tiberian Sun
 (Win 95) - Virgin
 Croc (Win 95) - Fox Interactive
 Curse of Monkey Island (Win 95)
 - LucasArts
 Dark Dmrt: Warhammer (Win 95)
 - Mindscape
 Dark Reign Mission Pack No. 1
 (Win 95) - Activision
 Dead Moon Rising (Win 95)
 - MegaMedia Corp.
 Delirium - Interplay
 Demon Isle - Sierra
 Earthsiege 3: Future Wars (Win 95)
 - Sierra
 Egyptian Jukebox (Win 95) - Ignite
 Flight Squadron (Win 95) - Activision
 Flying Nightmares 2 (Win 96)
 - EIDOS Interactive
 Front Page: Basketball '96 (Win 95)
 - Sierra
 Half-Life (Win 95) - Davidson
 Hardwar - Interplay
 iF-16 (Win 95) - Interactive Magic
 Imperium (Win 95) - Activision
 Interstate '77 (Win 95) - Activision
 Jack Nicklaus Golf 5 (Win 95)
 - Accolade
 Jet Fighter: Burn (Win 95)
 - Mindscape
 Jet Moto - Sony Interactive
 Joe Blow - Sir Tech
 King's Quest: Eternity - Sierra
 Leningrad - Schwerpunkt
 M.A.X. 2 (Win 95) - Interplay
 Madden NFL '98 (Win 95)
 - Electronic Arts
 Mag Zone (Win 95) - Ignite
 Mageslayer (Win 95) - GT Interactive

Masters of Magic 2 (Win 95)

- Microprose
 Might & Magic VI
 (Win 95) - Studio 300
 Mission to Nexus Prime (Win 95)
 - DigifX Int.
 Monkey Island 3 (Win 95)
 - LucasArts
 Nuclear Strike (Win 95)
 - Electronic Arts
 Police Quest: SWAT 2 (Win 95)
 - Sierra
 Postal Editor (Win 95)
 - Panasonic Interactive
 Privateer 2 (Win 95) - Electronic Arts
 Quaternary (Win 95) - Any River Ent.
 Quest for Glory 5: Dragon Fire
 (Win 95) - Sierra
 Rebellion (Win 95) - LucasArts
 Red Shift (Win 95) - Ignite
 Sacred Pools (Win 95) - SegaSoft
 SCUD (Win 95) - SegaSoft
 Secret Agent Gex - Crystal Dynamics
 Sega Touring Car Championship
 - Sega
 Shanghai Dynasty (Win 95)
 - Activision
 Shipwreckers (Win 95) - Psygnosis
 Sid Meier's Gettysburg! (Win 95)
 - Electronic Arts
 SimCity 3000 (Win 95) - Maxis
 Sin - Activision
 StarCraft (Win 95) - Davidson
 Starship Troopers 3D (Win 95)
 - Microprose
 Steel Panthers 3 (Win 95)
 - Mindscape
 The Elder Scrolls Adventures:
 Redguard - Bethesda Softworks
 Third Annual TNN Outdoors Bass
 Tournament (Win 94) - ASC Games
 Turok: Dinosaur Hunter - Acclaim
 Twisted Metal 2 - Sony Interactive
 Unreal Add-on (Win 95)
 - Wizard Works
 Uprising (Win 95)
 - The 300 Company
 Virtua Squad 2 - Sega
 Warbroods (Win 95) - Broderbund
 Warcraft Adventures: Clans (Win 95)
 - Blizzard Ent.
 Warhammer: Redemption (Win 95)
 - Mindscape
 Warwind 3: Onslaught (Win 95)
 - Mindscape
 Wing Commander V: Prophecy
 - Origin
 Wizardry VII (Win 95) - Sir Tech
 X-Fire - Sir Tech
 Young Blood (Win 95)
 - GT Interactive
 Zapatalism 2 - LavaMind
 30 Pro Bowling (Win 95)
 - Head Games

DECEMBER

Nintendo 64

FIFA '98 - Electronic Arts
 NBA in the Zone '98 - Konami
 Quake 64 - Midway Home Ent.
 Yoshi's Island 64 - Nintendo

PlayStation

Auto Destruction
 - Electronic Arts
 ClayFighter Extreme - Interplay
 Dead or Alive - Tecmo
 Dirt Race Extreme - Accolade
 March Madness '98
 - Electronic Arts
 NBA in the Zone '98 - Konami
 NBA Shootout '98 - Sony CE
 Populous - Electronic Arts
 Red Asphalt - Interplay

PC

Angel (Win 95) - GT Interactive
 Army Men (Win 95) - Studio 300
 Battle Tech: Mech Commander
 - Microprose
 Dalkatana - EIDOS Interactive
 Dark Vengeance (Win 95)
 - Reality Bytes
 Deathtrap Dungeon (Win 95)
 - EIDOS Interactive
 Duke Nukem Forever
 - GT Interactive
 Final Fantasy VII (Win 95)
 - SquareSoft
 Hardball 6 (Win 95) - Accolade
 Incredible Idiots in Space
 (Win 95) - ASC Games
 Laser Combat (Win 95)
 - MegaMedia Corp.
 Last Bronx - Sega
 Mantra - Electronic Arts
 MechWarrior 3 (Win 95)
 - Microprose
 RedLine (Win 95) - Accolade
 Shadows Of The Empire
 (Win 95) - LucasArts
 Shanghai Dynasty (Win 95)
 - Activision
 Space Quest Collection 2
 (Win 95) - Sierra
 Take No Prisoners (Win 95)
 - Broderbund
 TNN Motorsports Hardcore 2
 (Win 95) - ASC Games
 Ultima IX: Ascension (Win 95)
 - Origin
 War Heads (Win 95) - Iones
 Wheel of Time (Win 95) - Legend
 Zhukov's Campaigns (Win 95)
 - Arsenal Publishing



Saturn



PlayStation



Nintendo 64



PC

*Note: All release dates are subject to change at any time

eat.
burp.
eat.
burp.
eat.
burp.
puke!



These guys know how to party.



RAMPAGE
WORLD TOUR™

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REVIEWS

FEATURED THIS MONTH



INSIDE THE SCOREBOOK

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• **SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**

• **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• **RATING** The total sum of all the categories, divided by 23.



ULTRA AWARD
ONLY THE BEST
PASS THIS TEST!



THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in depth (and, uh... really complex) rating in the industry

1.0 EXTRAORDINARY

7.0-7.9 ULTRA

6.0-6.9 VERY GOOD

7.0-7.9 GOOD

6.0-6.9 AVERAGE

5.0-5.9 LACHING

4.0-4.9 SERIOUSLY FLAWED

0.0-3.9 PURPLE CAPES

OK, it's time to turn off the TV and gather around the table for the feast of reviewing goodness. We've slaved over a hot stove all day for this, so wash your hands and sit down. Ok, now that we're all gathered around these great reviews, let's say grace. Ready? Grace. OK, everyone, dig in! We wish you all a very Happy Thanksgiving!

BUSHIDO BLADE.....	PG 102
CASLEVAIR.....	PG 110
CLAY FIGHTER 63 1/3.....	PG 103
CLOCK TOWER.....	PG 111
DUKE NUKEM 64.....	PG 104
GARGOYLE.....	PG 109
G POLICE.....	PG 123
LOSE YOUR MARBLES.....	PG 109
MACE: THE DARK AGE.....	PG 125
MAXIMUM FORCE.....	PG 125
MEGA MAN X4.....	PG 118
MULTI RACING CHAMPIONSHIP.....	PG 108
NASCAR '98.....	PG 103
NUCLEAR STRIKE.....	PG 115
ODDWorld: AB'S ODYSSEY.....	PG 122
PRINCE OF PERSIA.....	PG 112
SONIC JAM.....	PG 111
STACKERS.....	PG 122
STAR FLEET ACADEMY.....	PG 109
STEEL REIGN.....	PG 122
STREET FIGHTER COLLECTION.....	PG 103
STREET FIGHTER EX ALPHA.....	PG 116
THE LOST WORLD: JURASSIC PARK.....	PG 111
TIME CRISIS.....	PG 124
TOP GEAR RALLY.....	PG 125

REVIEW

PLAYSTATION



プレイステーション



BUSHIDO BLADE

THIS INNOVATIVE BRAWLER LEAVES SQUARE'S HONOR UNSCRATCHED

What can we say about Square's latest 3D fighter, *Bushido Blade*, that hasn't been said millions of times before? That it's clearly the most innovative brawler on the market? That the game's concepts and weaponry ensure considerable gameplay depth? That the vast 3D fighting environments provide an unparalleled sense of space and freedom in character movement? The list invariably goes on.

Gameplay, alone, is not the only factor that distances *Bushido Blade* from other brawlers. The majority of the game's uniqueness is derived from the concept of honor and respect in fighting, which lines the game's Story Mode with a highly singular sense of pathos for each individual character. The entire philosophy behind fighting games thus far has been for gamers to annihilate their opponents, no holds barred, but with *Bushido's* incorporation of "honorable swordsmanship" while fighting (in order to properly finish the Story



The Story Mode ending cinematics tend to be melodramatic and vague. Sort of like any random arthouse flick...

Mode, you must follow a set of guidelines in defeating your opponent, which includes allowing your opponent to conclude their opening challenge speech, etc.) and the inclusion of a vast array of incredibly deep swordplay techniques to further immerse the gamer in 'bushido' ideology, the game boosts player involvement to outstanding heights.

Depth comes wrapped in countless types of swordplay (all weapon and stance dependent), each character's physical dexterity (running,



The Slash Mode allows you to test your skills against 100 faceless ninjas. Beat 'em all for a secret character!

climbing, etc.) never used in a fighting game before, numerous game modes (Story Mode, Slash Mode, etc.), and a strong concept linking them all together promising hours of different challenges (check out the link POV mode).

With almost too many good things to say about *Bushido* in such a limited space, it's difficult to include any of the game's inevitable flaws. But they do exist and mainly lie in the game's graphics, which tend to be rough and sometimes muddy, leaving

the characters looking almost too 'polygonal' and blocky. The shift in emphasis of importance on weapons and gameplay significantly dwindles the importance of a solid number of characters available, which is limited, with the only exception being secret characters. And the realism of one-hit deathblows also means that, sometimes, a game is quickly over. But these drawbacks are minor in comparison to the overall ambitious innovation and true worth of *Bushido Blade*. Don't pass it up.

by FRANCESCA

REYES



1 Tatsu is the youngest assassin and his death will evoke some weepy-eyed regret from successors in battle. 2 The POV (point of view) Mode allows for a first person perspective in battle. You can even link up with a friend in this Model Bonus! 3 'Oh, I'm sorry... I really didn't MEAN to hack you in two... really, I didn't'. sob... sob...

ALTERNATIVES

Dynasty Warriors 6.5

Dark Rift 7.5

B.A. Toshinden 3 7.0



Bushido's swordplay allows for some crafty parrying techniques.

THE LINE

AUDIO & VIDEO

GRAPHICS 7

MUSIC 6

SOUND EFFECTS 9

GAMEPLAY

INTERACTION 10

BALANCE 10

DEPTH 10

SPECIAL

EXTRAS 8

PRESENTATION 9

INNOVATION 10

RATING

9.1

NASCAR '98

- GENRE: RACING
- PLAYERS: 1 OR 2
- PUBLISHER: EA SPORTS
- DEVELOPER: EA
- RATING: KA
- M.S.R.P. \$49.95

Well, if you have at least one cousin named Cooter, you might be a NASCAR fan, and if you are, this is the perfect game for you. *NASCAR 98* has everything a stock car aficionado needs, including sharp graphics, tight control, and backwoods country

music blaring from the speakers.

In cars plastered with real NASCAR endorsements, players get a chance to race against the latest point leaders, including Dale Earnhardt, Jeff Gordon, and Bill Elliot. However, the less than spectacular effects and sounds reminds players that

they are only sitting in their living room, and not jockeying for the checkered flag.

● JASON BOOR

RATING

● AUDIO/VIDEO

GRAPHICS	7
MUSIC	8
SOUND FX	5

● GAMEPLAY

INTERACTION	6
BALANCE	6
DEPTH	7

● SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	6

6.5

CLAYFIGHTER 63 1/3

The *Clay Fighter* series is a lot like Pauly Shore's career. At first, both were fresh and somewhat funny, but once the novelty wore off, it became apparent that neither had many truly redeeming qualities.

It doesn't help that the sprite based characters in *Clay Fighter 63 1/3* have incredibly choppy animation, and its sluggish control won't endear it to many fighting fans. To make things even worse, the bland 3D fighting arenas rob the series of the clever, modeled backgrounds that were the best feature of the original. However, the biggest tragedy is

- GENRE: FIGHTER
- PLAYERS: 1 OR 2
- PUBLISHER: INTERPLAY
- DEVELOPER: INTERPLAY
- RATING: KA
- M.S.R.P. \$49.99

that the fuzzy, anti-aliased graphics of the Nintendo 64 destroy the clay-like look of the characters. With a name like *Clay Fighter*, you'd think they'd at least get that right.

● DAN EGGER

Earthworm Jim must have lost a bet to get stuck in this crummy game.



RATING

● AUDIO/VIDEO

GRAPHICS	5
MUSIC	5
SOUND FX	6

● GAMEPLAY

INTERACTION	3
BALANCE	6
DEPTH	3

● SPECIAL

EXTRAS	5
PRESENTATION	8
INNOVATION	3

4.6

STREET FIGHTER COLLECTION

The *Super Street Fighter Collection* actually features three games on two CDs. Included are *Super Street Fighter*, *Super Street Fighter 2 Turbo*, and the completely new *Street Fighter Alpha 2 Gold*. *Alpha 2 Gold* is basically the same game as *Alpha 2* except the characters have been further balanced and a few new modes have been added.

- GENRE: FIGHTING
- PLAYERS: 1 TO 2
- PUBLISHER: CAPCOM
- DEVELOPER: CAPCOM
- RATING: T
- M.S.R.P. \$49.99

When your combo meter is charged up, you can pull off a Super Combo move.



All the characters are back, including Guile, Blanka, and Cammy, and all three games play like a dream. In fact, this collection features some of the best playing fighting games to ever grace a console system, period. This collection will bring tears of joy to your eyes. It's a definite must-buy for any serious fan!

● STEPHEN FROST

RATING

● AUDIO/VIDEO

GRAPHICS	9
MUSIC	7
SOUND FX	7

● GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	9

● SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	8

8.6

REVIEW



ニンテンドウ64



NINTENDO 64

DUKE NUKEM 64

GORE, GIRLS, AND ONE-LINERS INTACT, DUKE NUKEM HAS ARRIVED ON THE N64

Blasting onto the PC gaming scene in 1995 amidst a pack of depressingly uninspired Doom clones, *Duke Nukem 3D* brought a breath of fresh air to the genre with its campy humor and pulse-pounding action. Now, some two years later, GT Interactive has brought the game to the console battlefield in the form of *Duke Nukem 64*.

The core gameplay of the original PC game has remained relatively unchanged, as has the storyline. Duke is still out to fend off

an ugly alien menace, but he now has an even more pressing reason to fight: the aliens have stolen all of the Earth's babes and he must rescue them.

Duke 3D looked great on the PC, so it has to look even better on the N64, right? Unfortunately, when compared to other 3D action games on the N64, *Duke Nukem 64* falls short of the mark. While the game's framerate is smooth, and it does feature some impressive lighting and explosion effects, the game suffers from gritty texture maps and some

Big gun, small... uh... never mind.

downright disappointing enemy sprites. Sure, the game is running on a \$149 Nintendo 64 and not a \$1,000+ PC, but you just can't help but feel that it could have looked that much better.

What ultimately elevates *Duke 64* above the level of "just another PC to console port" are the added extras, in the form of new weapons and levels, not found in the original PC game. Also noteworthy is the four-player

deathmatch mode that's not only a blast against friends, but sports a brisk framerate to boot.

In the end, *Duke Nukem 64* proves to be a solid, but not mind-blowing, addition to the N64's first-person action lineup. While the game might not have benefited from the 64-bit treatment as much as fans of the series had hoped, it still manages to provide enough reason for diehard Duke fans and newcomers alike to want to take a look.

by JORDY NELSON



Surveillance cameras are great for scouting out your enemies.



Duke Nukem 64's explosions are awesome. It's a shame that the rest of the game doesn't look this good...

ALTERNATIVES

Goldeneye 007 9.3
Hexen 64 7.4



New weapons, new levels, and loads of action are *Duke Nukem 64*'s biggest assets. Did we forget to mention gore?



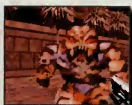
Duke's on a mission to save the world's sexiest babes from an evil alien force. Nail to the king, baby!



The new grenade launcher packs quite a punch. That's gotta hurt!



Dukematch is one of the game's finer points. Die, scum!



Getting up close and personal with the game's enemies is a rather ugly affair.

THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 7
SOUND EFFECTS 8

GAMEPLAY

INTERACTION 8
BALANCE 7
DEPTH 8

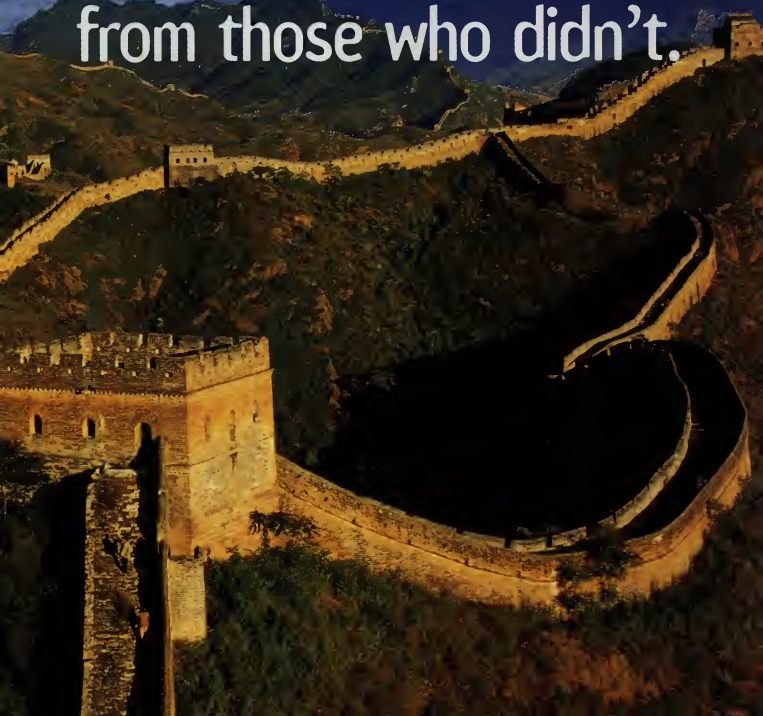
SPECIAL

EXTRAS 8
PRESENTATION 7
INNOVATION 7

RATING

7.4

2,000 years ago,
the Great Wall
divided those who had it
from those who didn't.



Still



Big air, sick tricks, and ten outrageous tracks, including the Great Wall.



Power wheelie on both motocross and superbikes. Turbo-steer on one wheel.



Bang handlebars with your friends in 2-Player Split-Screen mode or race for the Championship Cup against 8 riders.

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does.



Powerslide through corners and kick up wads of dirt.



Crank it over and hit 220 m.p.h. in the straightaway.

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Fast, arcade-style motorcycle racing for your PlayStation.™

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REVIEW



ニンテントウ64

NINTENDO 64

MULTI RACING CHAMPIONSHIP

N64 STARTS GOIN' FASTER AND FASTER

Ocean Of America has taken a brave step forward by licensing a game from a Japanese developer and rushing it to these shores. And boy, are we glad to see it. *Multi Racing Championship* is a fast blast.

The game will manage to spread it appeal to both *Ridge Racer* and *Sega Rally* fans, since it's effectively a combination of both. Much of the driving takes place on well paved city streets, but most shortcuts and many regular section of track take you out into the wilderness a little.

This mixture of on and off road racing means that the selection of cars has to reflect the changing landscape. Initially, there's a good

Not only can you select a car from a fairly wide range, but you can tweak, tune and hone it to suit your driving preferences. Not bad.

selection of vehicles — from fast Italian sports coupes to giant, Hummer-esque off roaders. Each vehicle can be further customized by the driver to best suit his or her handling needs.

The analog control that Nintendo games benefit from is put to especially good use here. Control is delicate and subtle and most cars can be powerslid to perfection. This range of control means that almost any vehicle can be thrown round a track to victory.

Graphically the game falls down slightly in two areas — the textures can be dirty and chunky looking in places and in split screen mode, much of the viewable area is taken up by polygon-lb-



erating black borders and intrusive vehicle instrumentation. Of course the benefit of this technique is a silky smooth frame rate throughout. Very few games can even approach this level of speed and fluidity.

Rumble pack activation at first seems hopelessly random, but eventually you'll get to feel the road and road side obstacles even when you can't see them! A memory pack might also be a good idea since this game has an awful lot of custom car and track information that you need to save. You certainly don't want to

start from scratch with the bare bones selection available at the beginning.

Add to all this mix the *San Francisco Rush*-style shortcuts found on every track and you have an unexpectedly polished and pleasing performer. Crap name, though.

FRANK O'CONNOR



1 Unlike real life, this game lets you drive on snow covered mountain roads!

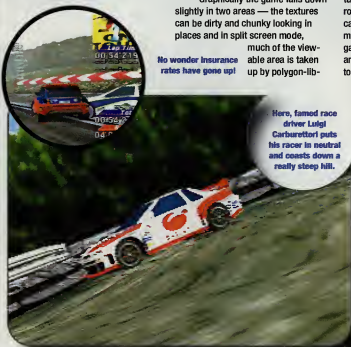
2 Like every driving game around at the moment, the secret of a good start is hovering RPMs just below the redline.

3 Where are all the spectators? Is the race that boring?

4 Like *Ridge Racer*, you can stop opponents from overtaking you simply by putting yourself in their way. This works especially well on tight corners.

No wonder insurance rates have gone up!

Here, famed race driver Luigi Carboneffort puts his racer in neutral and coasts down a really steep hill.



ALTERNATIVES

Rally Championship 6.3

Wave Race 64 9.5

Cruisin' USA 3.1

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	8
BALANCE	9
DEPTH	9

SPECIAL

EXTRAS	10
PRESENTATION	9
INNOVATION	7

RATING

8.2

STAR FLEET ACADEMY

- GENRE: Simulation
- PLAYERS: 1
- PUBLISHER: INTERPLAY
- DEVELOPER: INTERPLAY
- RATING: KA
- M.S.R.P. \$49.95

Well, I must admit, I was very skeptical about *StarFleet Academy* after *Star Trek*'s track record. However, Interplay has created a game well worth playing. *StarFleet Academy* plays exactly as its name implies. The player guides a group of raw

cadets on various missions in and out of Federation space. All in all, the graphics and sounds are nothing short of impressive, and the missions have enough variety to keep the player coming back for more. The only gripe I have with this game is that it plays a little too much like a star fighter arcade game rather than a game consisting of massive



1 *StarFleet Academy* goes where no *Star Trek* game has gone before — it's actually an excellent game. 2 Favorites from the classic *Star Trek* series help to guide your *StarFleet* career.

starships that could have lent itself to a bit more emphasis on strategy and tactics.

● JASON MONTES

RATING

AUDIO/VIDEO

GRAPHICS	8
MUSIC	9
SOUND FX	9

GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

SPECIAL

EXTRAS	7
PRESENTATION	10
INNOVATION	7

9.0

LOSE YOUR MARBLES

- GENRE: PUZZLE
- PLAYERS: 1 OR 2
- PUBLISHER: SEGA/SEGA
- DEVELOPER: SEGA/SEGA
- RATING: KA
- M.S.R.P. \$19.99

Stippling in nature, but strangely enthralling, *Lose Your Marbles* is one of the best puzzle games in years.



back to the game, it is the lack of visual variety, but then, who ever played puzzle games for the graphics?

● ROGER BURCHILL

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	7
SOUND FX	8

GAMEPLAY

INTERACTION	9
BALANCE	10
DEPTH	10

SPECIAL

EXTRAS	8
PRESENTATION	6
INNOVATION	8

8.5

GRADUATION

- GENRE: SIMULATION
- PLAYERS: 1
- PUBLISHER: MIBOX
- DEVELOPER: HEADROOM/TENKI
- RATING: KA
- M.S.R.P. \$25.99

Well, life-sim games are slowly becoming a software trend here in the U.S. and *Graduation*, Mibox's first offering, delivers the goods. In *Graduation*, the player assumes the role of a homeroom teacher in charge of five young ladies with different personalities. In order to succeed in his or her job, the homeroom teacher must make sure that these girls graduate from high school.

With each personality, there are weaknesses and strengths which the teacher will have to play upon. The player has to also make sure that he or she don't stress out his or her students or else they may become moody or even sick.

All in all, *Graduation* has the potential to

In *Graduation*, the player assumes the role of homeroom teacher for five young girls.



be a glorified hit. If you haven't given this interesting genre a chance yet, I highly recommend you check this game out. You may just be surprised.

● JASON MONTES

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	7
SOUND FX	7

GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

SPECIAL

EXTRAS	9
PRESENTATION	7
INNOVATION	9

8.6

REVIEW
PLAYSTATION

プレイステーション

CASTLEVANIA:
SYMPHONY OF THE NIGHT**YOU'D BETTER NOT GO OUT AFTER DARK, OR DRACULA WILL GET YOU!**

Dracula must have appeared in more fiction than almost any other character. Our thirst for the evil Count and his blood sucking antics can never be quenched. Konami has made quite a bit of money cashing in on Vlad and his successors, with the occasional interference of Simon Belmont and his clan.

Konami has been fairly clever in its handling of the plots throughout the series, even switching protagonists between humans and vampires, as is the case with this first 32-bit *Castlevania*. This time, Richter Belmont (One of Simon's progeny) is the bad guy, and Alucard, son of Dracula, is the good guy. Of course it's not quite as simple as that, but we won't ruin any of the later plot twists (and there are a few) by going into it.

The *Castlevania* series was never really about heavyweight graphics, and this trend continues even on the PlayStation. These visuals are attractive, but hardly inspiring.

Animation of characters makes up for any lack of aesthetics in the background though, and the overall effect is pleasingly familiar rather than dull. Layers of parallax and a few lighting effects spruce it up enough to avoid total disappointment.

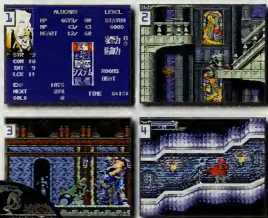
But, gameplay is, as ever, the main attraction and *Castlevania* has it in spades. A pleasing mix of platform, action and adventure is moved along swiftly by an engrossing plot. Leaping around, and whacking bad guys with an assortment of hand-held and thrown weapons is fun, but the collection of magical potions and spells makes the challenge even more fun.

As with all *Castlevania* games, there are simply tons of secrets to discover — some of them vast and surprising (wait until you see what happens at the 'end' of the game).

Frankly, there aren't too many PlayStation games out there that offer this level of challenge and if you want epic adventure without the turn-based fighting (*Final Fantasy VII*), then *Castlevania* comes highly recommended.

by FRANK O'CONNOR

1 Stats and magic add an interesting RPG flair. 2 Although the graphics are simply rendered, the overall effect is pleasing and clean. It can be hard to spot hidden goodies though. 3 Our hero comes to a sheer drop, but sometimes it's worth leaping before you look... 4 Some of the areas in the game, like this one, look a lot like parts of the castle dungeon seen in the SNES incarnation of the game.



No one has explained why vampires blow up when they die.

ALTERNATIVES

Mega Man & Dr. Wily
Machine Hunter 7.3
Sentient 6.5



The levels are huge, a mapmaking memory will be advantageous. Explore at your peril.



This is one of the prettier levels. Looks almost good enough to eat.



Narrow passageways are often the toughest areas to negotiate, thanks to surprisingly clever bad guys.

THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 10
SOUND EFFECTS 10

GAMEPLAY

INTERACTION 8
BALANCE 9
DEPTH 10

SPECIAL

EXTRAS 9
PRESENTATION 9
INNOVATION 7

RATING

8.7

LOST WORLD

- GENRE: Action
- PLAYERS: 1
- PUBLISHER: ELECTRONIC ARTS
- DEVELOPER: DREAMWORKS INTERACTIVE
- RATING: T
- M.S.R.P.: \$49.95

OK, *The Lost World* is pretty — really pretty. It also blows — really blows. Dreamworks seems to have spent 90% of its time working on graphics, then squeezed in level design and control at the last minute. Despite all the smooth polygons, this is a one-way trip into side-scrolling action hell.

There's not a thing here you haven't seen before, and done better. The control is awful, the goats obscure, and worse, sometimes things just happen for no reason: as a compy, in one level you're chased by a T-Rex. Why? Don't know. How do you get



1 *The Lost World: Jurassic Park* is a nice game to look at. Everything's fine as long as you just look. 2 Why is this T-Rex slowly dying? I dunno. It just is.

bunch of levels are like that. Rack up one more reason to never buy a game based on a movie.

● JEFF LUNDIGAN

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	7
SOUND FX	7

GAMEPLAY

INTERACTION	6
BALANCE	7
DEPTH	7

SPECIAL

EXTRAS	6
PRESENTATION	6
INNOVATION	5

7.0

SONIC JAM

As the release of Saturn titles slow to a trickle, it is ironic and sad that a compilation disk of the classic 16-bit *Sonic* games is the most satisfying appearance of the beloved Hedgehog on the system to date. A brand new introductory 3D level (featuring *Sonic* and *Tails* in full 3D polygonal goodness) serves a function similar to the *Museum* on Namco's compilations and gives a glimpse of what a 32-bit *Sonic* game could truly have been. As it stands, a collection of *Sonic 1*, *2*, and *3* results in a must-have for any true videogame fan and could only be rivaled by a collection of Nintendo's classic *Mario* games. So if you've got a Saturn, pick up *Sonic Jam*, if for nothing

Sonic's strongest presence yet on the Saturn is this collection of 16-bit classics.



else than to recall a time when great gameplay, a blue hedgehog, and a company called Sega ruled the world.

● ROGER BURCHILL

AUDIO/VIDEO

GRAPHICS	7
MUSIC	10
SOUND FX	7

GAMEPLAY

INTERACTION	10
BALANCE	10
DEPTH	10

SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	6

9.0

CLOCK TOWER

Now here's a scary game. Touting the catchphrase "Fear is Fascinating", *Clock Tower* enraptures the player with pure terror, as it dives into the darkest realms of Europe. Within the game, the player must investigate a series of murders committed by the notorious Scissorman and find a way to destroy him. This will not be an easy task, however, because the demon lurks everywhere. Containing multiple endings and paths, *Clock Tower* enables the player to assume many roles, depending on the situation. The game's main drawback is the point and click interface that makes the game less interactive than *Resident Evil*, but the graphics and sounds create a nightmare world

A solid contender in the graphic adventure arena, *Clock Tower* brings horror to life... or should I say, to death?



that does a good job of immersing the player into the game. Yes, fear is fascinating.

● JASON MONTES

AUDIO/VIDEO

GRAPHICS	8
MUSIC	9
SOUND FX	10

GAMEPLAY

INTERACTION	7
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	7

RATING

8.3

REVIEW

PC CD-ROM

コンピューターゲーム

PAX IMPERIA:
EMINENT DOMAIN

REQUIREMENTS

- Pentium 320
- 16 MB RAM
- Windows 95
- 2MB Video Card
- 4X CD ROM Drive

INTERGALACTIC STRATEGY GOES REAL TIME!

After numerous delays due to development and publishing woes, *Pax Imperia* is back and better than ever. Following the basic structure set by the original *Pax Imperia* and *Master of Orion* series, THQ is hoping to once again lure players into the realm of intergalactic conquest.

In the game, the player can assume a role from a variety of different alien races, each having their own

strengths and weaknesses. Knowing how to exploit a certain race's forte is the key to winning the game. However, this kind of mastery takes time, especially when dealing with such factors as in-depth resource management and research efficiency. Then there's the element of foreign affairs, where hostile and peaceful aliens demand ships, trade, and treaties. Throw in 15 other AI or human players and you could be in for one hell of a melee! The new addition of a real time engine greatly enhances the game, with no players having to wait their turns. Instead, players can do whatever they want, whenever they want, with the action moving at a steady pace.

Pax Imperia's graphics work out nicely and should satisfy even the most intrusive graphics tart. In fact, the control interface and design is integrated so well with the graphics that the player may find him or herself clicking all over the screen



The foreign affairs department handles treaties, trades, alliances, assassinations, and black-op affairs.



Humans are one of the eight races the player can choose to play as.



Combat situations take place in real time and can be played out either manually or automatically.

looking for things to happen. Finally, the sound department offers excellent voices for fleet, research, and design instructions. The music is standard space opera music and is simply bland.

If you're a fan of the *Master of Orion* series and need more worlds to conquer, this is your cup of tea. Otherwise, it's the same old game that we've seen before. To players that have never tried this type of game before, I highly recommend this title. It's offering of multi-player gaming, good balance, and variety of races creates a lot of depth that'll keep you busy for months.

• JASON MONTES



Players can choose from a number of different fleet designs in *Pax Imperia: Eminent Domain*.



- 1 Don't have an Inverse Tachyon pulse array? Then develop one in your research lab!
- 2 This screen tells you the status of your colonies and whether they're content or not.
- 3 *Pax Imperia*'s interface is very intuitive and easy to use.

ALTERNATIVES

C&G: Red Alert 0.5
Master of Orion 2 0.1

THE LINE

• AUDIO & VIDEO

GRAPHICS	9
MUSIC	6
SOUND EFFECTS	8

• GAMEPLAY

INTERACTION	10
BALANCE	8
DEPTH	10

• SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	6

RATING

8.6

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- **PSM**
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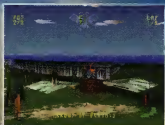
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プレイステーション



REVIEW PLAYSTATION

NUCLEAR STRIKE

THE EXPLOSIVE SERIES CONTINUES WITH EVEN MORE CRANAGE!

About a year ago, when *Soviet Strike* came out on the PlayStation, it was the complete package. Photo-realistic graphics, solid mission-based game-play, and useful, well-done FMV. At the time, it was clearly one of the best games on the PlayStation and it deservedly got a 9.0 (from yours truly), but now *Nuclear Strike*, which is an improvement, is getting an 8.4. What gives, you say? *Nuclear Strike* improves on *Soviet Strike* with better missions, different vehicles to control, and a slightly better look. However, compared to the current batch of games, it only ranks as a very good game, as opposed to the Ultra award given to its predecessor.

That being said, let's get on with the review type words you've all been waiting for. The ongoing *Strike* series loads up again in its latest incarnation, *Nuclear Strike*. The combination of crisp graphics, big explosions, and intense missions immerses the player into a frenzied pace that continues

through all five levels and the countless missions within. The staples of the *Strike* series are securely in place, allowing players to rip through infantry and take out any structure on the map. The biggest addition to the game are the new vehicles you can control, including a Harrier and a hovercraft. Most of the game is still spent in the chopper and even the new vehicles aren't a significant difference in gameplay. A greater variety of missions is the biggest plus to *Nuclear Strike*, but in the end, all I wanted to do was blow everything up.

Overall, *Nuclear Strike* is an awesome game, but if you're only looking for one helicopter game, I'd suggest *G-Police*.

by MIKE SALMON



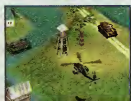
If you X-ray a tank, you can see the wheel (shown in white) the hamster runs in.



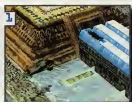
Oh yeah, the flying metal is a big plus in *Nuclear Strike*.



The graphics in *Nuclear Strike* are the most realistic aerial shots I've seen.



The living battlefield plays a big part in *Nuclear Strike*, with land, sea and air.



- 1 The frame-rate has improved slightly from last year to make the game smoother.
- 2 You can even take out the trees if you so desire.
- 3 The different missions and good computer AI give the game depth.
- 4 Super slick presentation completes the *Nuclear Strike* package.



Tanks are the only vehicles that operate well on this strange green wireframe terrain.

ALTERNATIVES
G-Police 9.0
Soviet Strike 9.0

THE LINE

• AUDIO & VIDEO

GRAPHICS	9
MUSIC	9
SOUND EFFECTS	9

• GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	7

• SPECIAL

EXTRAS	6
PRESENTATION	10
INNOVATION	9

RATING

8.4

REVIEW
PLAYSTATION

プレイステーション

STREET FIGHTER EX
PLUS ALPHA

THE VENERABLE SERIES FINALLY TAKES THE DIMENSIONAL LEAP

The *Street Fighter* series has had so many spin-offs, it has seemingly spun itself out of control. Since the dismal 'movie' game, *Ryu* and the gang have gone on to challenge the X-Men, and even accept minor parts in a puzzle game. Thankfully, the series has found some firm ground on the PlayStation, (at least temporarily) as Capcom has tweaked the graphics and gameplay of the *EX Plus* arcade game for this home version.

Much like *Tekken*, as there are no slide-step moves or ring outs. The game features 3D characters on a 2D plane, with close-ups on throws as in, err... *Tekken*. Those who have seen *EX Plus* will recognize that the animation and background quality has been improved. The bigger characters, like Zangief, still appear blocky, not having made as graceful a jump to 3D as more svelte



There are a whopping 27 characters in this game, count 'em! The four hidden characters (in black and white) can be opened up by scoring points in the Expert Practice Mode.

characters, such as Chun-Li and Hokuto. This home version also includes two 'Alpha' characters, Sakura and Dhalsim, neither of whom made the coin-op line-up. However, several useless characters (Daron) still abound.

Beyond the standard Arcade

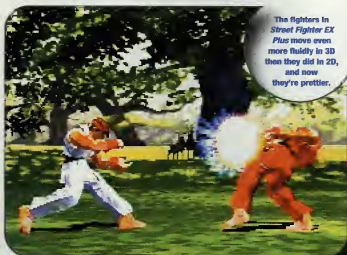


Zangief practices the art of faith healing on Daron, err... not exactly.

and Versus modes, *EX Plus Alpha* offers nice variation. The options include Team Battle, Time Attack, Survival Mode, two Practice modes (training and expert), and a peculiar 'Watch' mode that lets you pick camera angles while the computer runs demo fights of player-selected characters.

No matter what mode you're in, at the end of the game, it's still *Street Fighter*. Lunatic *Street Fighter* junkies will say it doesn't play quite as fast as *Street Fighter Alpha 2*, but most will agree that the smooth 3D characters and flashy effects certainly make up for it—rejuvenating the series for *SF* fans and renewing it just enough to keep even jaded gamers coming back for more.

• TOM RUSSO



A \$100 exercise suit and no shoes... no class here!



1 Cycloid-Beta isn't much different, except that it is a transparent texture that pulses in several different colors.
2 Zangief practices the art of faith healing on Daron, err... not exactly.
3 Super combos insure the same flashy finishes as in the arcade. What's with the asterisk?

ALTERNATIVES

Fighters Megamix 9.1
Tekken 2 9.1
Star Gladiator 8.0

THE LINE

• AUDIO & VIDEO

GRAPHICS	8
MUSIC	8
SOUND EFFECTS	9

• GAMEPLAY

INTERACTION	10
BALANCE	10
DEPTH	9

• SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	7

RATING

9.0



THE MOST POPULAR RACING GAME. AVAILABLE IN A CONVENIENT TAKE-HOME SIZE.



You love playing San Francisco Rush in the arcades. Well, now you can race through the streets of the Bay Area in the comfort of your



own living room. In fact, you'll be able to choose from six different tracks (three more than in the arcade version). Each one showing



authentic San Francisco landscapes and so many places to catch air that you might be mistaken for an unidentified flying object. And if that's



not enough, you can take shortcuts through open fields and underground sewers. You can soar over building tops or be catapulted into the



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air from a dismantled freeway overpass. It's San Francisco Rush. And lucky for you it's coming home in a more manageable size.



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REVIEW
PLAYSTATION

プレイステーション



MEGA MAN X4

ONE OF VIDEOGAMING'S GREATEST HEROES RETURNS, AGAIN AND AGAIN AND AGAIN...

Perhaps more than any other company, Capcom has managed to make 2D an acceptable alternative in the 32-bit age. Even as other companies are swearing off 2D for good, Capcom has stuck to its guns when they felt the approach was right for the game. Now, with *Mega Man X4*, the company is once again trying to capitalize on its powerful name recognition, and perhaps even more powerful, its ability to create fast moving, satisfying 2D action games. And so, if you were hoping for more out of this latest installment in the *Mega Man X* series,

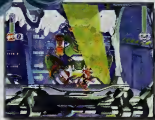
go no further. *Mega Man X4* is level after level of traditional 2D, shoot everything that moves, power up your weapons, fight ridiculously hard bosses kind of action.

The game features two playable characters, Mega Man X and Zero, each of which offer different strengths and abilities. Surprisingly, your choice of character actually does affect the way the game is played and not just the look of the weapons or some other trivial cosmetic effect. Beyond the choice of character, the game features the standard selection of environments in which to play.

From volcano to jungle to ice levels, they're all here and they're all just as you would have expected to find them in the 8- and 16-bit eras. Of course, this is both a compliment and an indictment. For gamers looking to recapture the feeling of videogaming's past, this game's got it, but there are very few surprises because of it.

In the end, *Mega Man X4* is everything you might expect it to be and has been for years. Sure, the color palette is a little more impressive and the sound effects are good, but beyond that there is nothing new and/or exciting about the latest installment in the series. And so, it comes time to say the inevitable — if you love *Mega Man* games, you'll probably love this one, too, but if you're looking for something with any sign of forward thinking, this is not the game for you.

● PATRICK BAGGATTA



The deep color palette of the PlayStation helps a little bit to upgrade the look of the game.



Playing as Zero, the player must make the best of his short range attack.



If it's familiar 2D action you crave, *Mega Man X4* has it in spades.

ALTERNATIVES

Croc 8.5
Harales 7.2
MDK 7.2



All the familiar settings are here. Care to play in the snow?



The bosses are as tough and tricky as ever.



The weapon power-up and slide features are still available.



On occasion, the game features a rather convincing 3D effect, such as this staircase.

THE LINE

● AUDIO & VIDEO

GRAPHICS 7
MUSIC 6
SOUND EFFECTS 7

● GAMEPLAY

INTERACTION 7
BALANCE 6
DEPTH 6

● SPECIAL

EXTRAS 7
PRESENTATION 8
INNOVATION 3

RATING

6.4



NECK HAIR WAS MEANT TO BRISTLE.



This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a



little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

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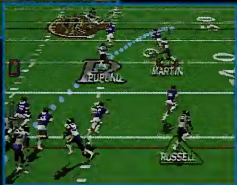
Plus Customize Players and Teams, General Manager Mode, and Adjustable Real-Time Camera Movement Before the Snap.

"There is so much more in my game...so get a move-on and check it out for yourself!"

- Jimmy Johnson



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Start Taking Notes.

STACKERS

- GENRE: Puzzle
- PLAYERS: 1 or 2
- PUBLISHER: TECMO
- DEVELOPER: TECMO
- RATING: KA
- M.S.R.P. \$39.95



Tecmo's first entry into the puzzle game genre offers up a competent challenge for fans of this genre. In *Stackers*, you'll have to link up four or more of the same colored blocks to set off a 'chain reaction' of board clearing goodness. The emphasis of winning is more placed on making your opponent lose, rather than clearing your board. As a one-player game, the pace tends to be a little on the slow side, but hardcore puzzle fans may find themselves compelled to give this game a try. Tecmo's *Stackers* doesn't have the classic quality of *Bust-A-Move 2*, but it does provide enough enjoyment in two-player mode and for fans of the genre.

● FRANCESCA REYES



Stackers may not have the charm of some of the other titles in the same genre, but two-player puzzle games are always addicting.

RATING

● AUDIO/VIDEO

GRAPHICS	6
MUSIC	6
SOUND FX	7

● GAMEPLAY

INTERACTION	8
BALANCE	7
DEPTH	7

● SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	5

6.9

STEEL REIGN

Judged on appearances alone, *Steel Reign* looks to be a competently constructed tank simulation that features a variety of expansive 3D environments. In actuality, the game features a variety of futuristic armored vehicles that behave with little similarity to current day tanks. Following the traditional, clichéd videogame formula, new weapons and 'health' is acquired via power ups located on the field of battle. Numerous missions with differing objectives make the overall gaming experience satisfactory, but a focus on more tank-like gameplay would have given *Steel Reign* a more unique persona instead of being

just another 3D shooter.

● ROGER BURCHILL

Featuring futuristic armored battles, *Steel Reign* is more 3D arcade shooter than a tank simulation.



● AUDIO/VIDEO

GRAPHICS	8
MUSIC	7
SOUND FX	7

● GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	9

● SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	6

RATING

7.5

ODDWORLD: ABE'S ODDYSSEY

We've all played 2D side-scrolling adventures before, right? Nothing particularly new in *Abe's Oddysee*, right? Wrong. Players take control of an outstandingly designed character, Abe, in an interesting world, who has a host of possible actions and, more importantly, interactions through what *Oddyworld* calls 'Gamespeak'. The result is a game that is extremely reminiscent of Delphine's classic, *Flashback*, or Jordan Mechner's *Prince of Persia*, but boasts far better character design and visuals, as well as deeper puzzle elements. Puzzles generally involve getting past difficult obstacles by either stealth (e.g. tip-toeing, hiding in shadows), possessing others (useful for

'acquiring' other lifeform's weapons and abilities), or simply navigating difficult passes. All in all, an excellent effort that gives new life to the side-scrolling adventure genre.

● CHRISTIAN SVENSSON

These particularly nasty guys are the prime component of Paramite pies.



● AUDIO/VIDEO

GRAPHICS	8
MUSIC	8
SOUND FX	10

● GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	8

● SPECIAL

EXTRAS	7
PRESENTATION	10
INNOVATION	6

RATING

7.8

プレイステーション



REVIEW PLAYSTATION

G-POLICE

EVEN IN THE FUTURE, COPS HAVE MUSTACHES AND EAT DONUTS. GO FIGURE...

Ever since the birth of the PlayStation, Psynosis has been one of the premiere developers, if not THE premiere developer. Games like *Destruction Derby*, *Wipeout*, and *Formula 1* have pushed the PlayStation's powers to the max. With *G-Police*, Psynosis has captured lightning in a bottle once again.

The stunning 3D graphics and outrageous special effects serve as a backdrop for a deep, fun game. In *G-Police*, you are Slater, a pilot on the

force looking for answers about his sister's mysterious death. The game propels you on a wild ride through a futuristic city at night, where you have to navigate a chopper through tall buildings in a single bound or something like that. What really makes *G-Police* work is the incredible variety of the missions, and the freedom within the mis-

Soon all the top models will be wearing *G-Police* jump suits!



Missions combining the *G-Police* forces are excellent.



The lighting effects in *G-Police* are truly exceptional.



Nothing more satisfying than seeing the boys coming down the street for a bust.

1 The police captain is the love-child of Sinead O'Connor and Robo-Cop. 2 The helicopter controls like a dream, making chases through the cities quite enjoyable.

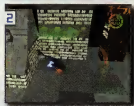
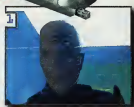
3 Maybe next time they'll adhere to the posted speed limit. 4 The polygon models in the game are exceptional and detailed. 5 The variety of camera angles work nicely, but the in-helicopter view is the easiest to play.

sions to just plain blow stuff up. Certain missions are your typical seek and destroy, but other missions, like escorting land units, keep you on your toes. While trying to complete these missions, you can fly wherever you choose and just start picking off innocent traffic, if you so desire.

The control takes a bit of getting used to, but after only a few plays, it is intuitive and tight. One of the only problems with *G-Police* is that the PC version looks so damn good. The 3DFX-enhanced PC version is one of the most beautiful games we've seen, making the PlayStation version look far inferior. It's just too bad that the 3D accelerators are making console games look like poor imitations. However the speed of play and ease of use makes it certain that console games won't ever die and soon enough there will be a new system that surpasses the PC and the cycle will continue.

Just flying a helicopter around and blowing up stuff with the incredible weapons would have given this game an 8, but the depth of gameplay ensures that it's one of the better PlayStation games this Christmas.

• MIKE SALMON



ALTERNATIVES

Nuclear Strike 8.5

Ace Combat 2 9.0

THE LINE

• AUDIO & VIDEO

GRAPHICS	9
MUSIC	10
SOUND EFFECTS	9

• GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	8

• SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	10

RATING

9.0

REVIEW
PLAYSTATION

プレイステーション



TIME CRISIS

ALL THIS, AND A REALLY BIG GUN, TOO!

Somewhere in the midst of our esteemed algebraic/numerical science ratings system here at UGP, we seemed to have left out a category measuring the amount of fun to be had in a game. This was obviously done on purpose simply because of the intangibility of something as subjective and individually experiential as 'fun,' which therefore makes it a factor difficult to measure and most of all, rate. But, after playing *Time Crisis* for hours on end, the term 'fun' is basically the first and only phrase that screams out at me upon approaching this review.

Sure, the inclusion of a packed-in GunCon is a bargain and sure-fire sales

inducer. And of course, the fast-paced pinpoint accuracy of the shoot 'n' duck interaction is a nice improvement over past videogame shooter shoddiness. There's also the bonus of including a nice set of game modes to challenge the gamer. The intensity of the soundtrack and audio effects only add to the attractiveness and presentation of *Time Crisis*. But there's an almost unnameable appeal beyond these obvious features. Whatever it is, it seems to surpass the slightly mediocre graphics, which are painfully blocky and clip like nothing else on close-ups. And it almost cancels out the frustration felt when constrained by a seemingly insurmountable and merciless time limit. It even made me forget about the annoying lag time that occurs when you're hit.

That one little 'thing' that makes all of the strengths of the game stronger and all the weaknesses forgivable is that this game is just pure fun. I'll be the first to admit that there's nothing better

Time Crisis main hero just recently won the coveted polygonal Chris Redfield look-a-like contest!



You'll find that the earlier stages are filled with easy pickings like these thugs. They've got to have THE worst scores at the shooting range.



How does that saying go again? 'Shoot 'em all first, then ask questions later?' Sounds good to me.

than gripping the GunCon, imagining that you're an angel of justice from some miscellaneous John Woo (*Face/Off*, *Hard Boiled*, etc.) movie, and exterminating faceless thugs from the face of the earth. There's virtually nothing like it, without actually being in a John Woo movie or making a pact with the devil (or a criminal lawyer). *Time Crisis* is the safest bet, and you'll probably have more fun in the process. Arcade shooter fans should definitely give this game their best shot (bad pun intended).



1 Bosses usually take a couple hits before you're able to continue. You'll run into these ninjas more often after you confront this boss. 2 A variety of gameplay modes adds replay value in *Time Crisis* while providing a viable challenge. 3 Accuracy plays a big role in defeating the game. You'll be able to check your hit rate at the end of each area. 4 Make sure to get these guys before they kill you with their 'Y.M.C.A.' dance routine.

ALTERNATIVES

Die Hard Trilogy 1.5
Virtua Cop 2 7.8
Lethal Enforcers I & II 4.6

PSX-NCESCA
REVIEWS

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	9

GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	8

SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	9

RATING

8.0

TOP GEAR RALLY

- GENRE: Driving
- PLAYERS: 1 or 2
- PUBLISHER: MIDWAY
- DEVELOPER: GREENLIN
- RATING: KA
- M.S.R.P. \$69.95

After the high speed excesses of *Multi Racing Championship*, *Top Gear Rally* seems like a damned serious simulation and in many ways, it is. The 64 bit version of the game has smooth, if

sometimes repetitive, graphics.

These are far outclassed by the detailed and sharp-looking car models.

Gameplay is fun and engrossing. The vehicles perform pretty much the way you would expect, sliding around like they're on ice, but in a cool, controllable way.

Environmental effects also boost the game

1 As you might expect, the snow affects the way your car handles — quite dramatically. 2 Backgrounds and tracks are realistic, but not necessarily really exciting.

graphics, with fog, rain and snow all making pretty and interactive appearances. All in all a fine game, but perhaps not for high speed *WipeOut* freaks.

● FRANK O'CONNOR

RATING

● AUDIO/VIDEO

GRAPHICS	7
MUSIC	7
SOUND FX	8

● GAMEPLAY

INTERACTION	7
BALANCE	9
DEPTH	8

● SPECIAL

EXTRAS	9
PRESENTATION	8
INNOVATION	7

7.4

MAXIMUM FORCE

- GENRE: SHOOTER
- PLAYERS: 1
- PUBLISHER: MIDWAY
- DEVELOPER: ATARI GAMES
- RATING: T
- M.S.R.P. \$49.99

Brought to you by the same team that developed *Area 51*, *Maximum Force* is essentially the same game, only with jump-sulted terrorists instead of aliens. There are three scenarios to blast your way through, each featuring a different locale — boat, city center, etc. To its credit, Atari Games has kept the traditional track-based light gun premise intact while adding fresh and new elements to spice up the mix (the underwater sections are

particularly agreeable). However, when it comes down to the nitty gritty, *Maximum Force* offers little in the way of innovation that, say, Namco's *Time Crisis* does. And in a genre where not much has changed in a few years, this is paramount.

● ADAM DOUGLAS

It's standard light gun fare — shoot the terrorists, but not the hostages.



RATING

● AUDIO/VIDEO

GRAPHICS	7
MUSIC	7
SOUND FX	6

● GAMEPLAY

INTERACTION	7
BALANCE	8
DEPTH	7

● SPECIAL

EXTRAS	6
PRESENTATION	6
INNOVATION	5

6.9

MACE: THE DARK AGE

- GENRE: FIGHTER
- PLAYERS: 1 OR 2
- PUBLISHER: MIDWAY
- DEVELOPER: ATARI GAMES
- RATING: M
- M.S.R.P. \$69.99

Developed by Atari Games, *Mace* mixes a medieval back-story with an ordinary 3D fighting engine and, in the process, fails to offer fighting fans anything new or exciting. The game is very pleasing to the eye, with multiple effects like mip-mapping and anti-aliasing putting Nintendo 64's hardware to use. Unfortunately, while the game excels in graphics, it comes up short in gameplay. A variety of moves, from combos and projectiles, to executions are available, but the control is sluggish and at times downright boring.

Nearly a year on store shelves, the Nintendo 64 is still in dire need of a spectacle-

lar fighter. Midway's *Mace: The Dark Age*, a far cry from perfect, is still the best offering yet.

● MATT CASAMASSINA

A wide selection of diverse characters are at your disposal.



RATING

● AUDIO/VIDEO

GRAPHICS	8
MUSIC	6
SOUND FX	7

● GAMEPLAY

INTERACTION	5
BALANCE	6
DEPTH	6

● SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	4

6.3

To call it a driving game is It's more like a flight



SONY



MADE IN JAPAN



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misleading. simulator.



PORSCHE



Not long ago, Porsche came to us to develop a driving game featuring their new Boxster® automobile. Needless to say, we accepted. So what do you get when you put a bunch of PlayStation™ guys and Porsche guys in a room together? This: the opportunity to take a Porsche Boxster through open-road environments and onto tracks like Stuttgart and stomp on the accelerator until your heart begins to fibrillate. Just try to remember, it's only a game.

PORSCHE®
challenge



NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™

RATED

this month

this month's top picks

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of *ULTRA GP*. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

ultimate award

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — It's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent **ULTRA Award** winners are shown below with a special red number. Don't miss out on these games!!!



From huge swords to babes with huge, uh... breastplates, *Bushido Blade* has it all!



- 9.2** **ACE COMBAT 2** • Issue # 100
- 7.0** **ALBERT ODYSSEY** • Issue # 101
- 6.9** **ALL STAR BASEBALL '97** • Issue # 99
- 8.0** **ATOMIC BOMBERMAN** • Issue # 101
- 6.9** **BALLBLAZER CHAMPIONS** • Issue # 98
- 7.0** **BATTLE ARENA TOSHINDEN 3** • Issue # 98
- 7.3** **BATTLESTATIONS** • Issue # 97
- 8.0** **BLAST CORPS** • Issue # 97

- 7.9** **BRABMA FORCE** • Issue # 98
- 3.1** **BRAVO AIR RACE** • Issue # 102
- 7.9** **BROKEN HELIX** • Issue # 99
- 8.5** **C&C RED ALERT** • Issue # 98
- 9.1** **CARMAGEDDON** • Issue # 100
- 8.2** **COMANCHE 3** • Issue # 99
- 8.6** **CROC** • Issue # 102
- 6.3** **CRUPT KILLER** • Issue # 99
- 7.6** **DARK RIFT** • Issue # 99
- 5.4** **DARKLIGHT CONFLICT** • Issue # 102
- 7.0** **DESCENT MAXIMUM** • Issue # 97
- 7.5** **DISCWORLD 2** • Issue # 101
- 8.3** **DYNASTY WARRIORS** • Issue # 101

1	Bushido Blade	PS	Rating: 9.1
2	Street Fighter EX + Alpha	PS	Rating: 9.0
3	G-Police	PS	Rating: 9.0
4	Star Fleet Academy	PC	Rating: 9.0
5	Sonic Jam	SS	Rating: 9.0

7.0 **EXTREME AGGRAVATION**
• Issue # 102

7.3 **F-1 POLE POSITION**
• Issue # 102

4.8 **FANTASTIC 4**
• Issue # 102

7.5 **FELONY 11-79**
• Issue # 102

5.7 **FIFA 69**
• Issue # 98

9.7 **FINAL FANTASY VII**
• Issue # 102

8.3 **GOAL STORM '97**
• Issue # 97

9.1 **GOLDENYE**
• Issue # 102

6.7 **GRAND GLAM BASEBALL**
• Issue # 98

7.9 **GRAND TOUR RACING '98**
• Issue # 102

6.6 **HERC'S ADVENTURE**
• Issue # 102

7.2 **HERCULES**
• Issue # 102

7.4 **HEXEN 69**
• Issue # 98

6.1 **IF-22**
• Issue # 102

8.4 **IMYAE ABRAMS**
• Issue # 99

9.5 **INT. SUPERSTAR SOCCER**
• Issue # 99

4.6 **LETHAL ENFORCERS 1 & 2**
• Issue # 100

6.6 **LUNACY**
• Issue # 97

7.3 **MACHINE HUNTER**
• Issue # 100

7.8 **MAGIC: THE GATHERING**
• Issue # 98

5.0 **MTG: BATTLEMAGE**
• Issue # 97

7.9 **MANX TT**
• Issue # 101

9.2 **MDK**
• Issue # 97

8.1 **MEGA MAN 8**
• Issue # 97

7.8 **MLB '98**
• Issue # 102

9.7 **MOTO RACER**
• Issue # 101

6.0 **NAMCO MUSEUM VOL. 2**
• Issue # 98

8.1 **NBA SHOOTOUT '97**
• Issue # 97

8.0 **NCAA FOOTBALL '98**
• Issue # 102

6.9 **NEED FOR SPEED II**
• Issue # 98

8.5 **NHL POWERPLAY '98**
• Issue # 101

6.4 **OGRE BATTLE**
• Issue # 101




















6.6 **OVERBLOOD**
• Issue # 98

9.0 **PARAPPA THE RAPPER**
• Issue # 102

7.3 **PEAK PERFORMANCE**
• Issue # 99

8.2 **POD**
• Issue # 97

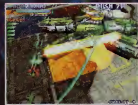
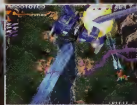
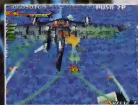
6.8	PORSCHE CHALLENGE	• Issue # 102	
7.7	POWERSLAVE	• Issue # 96	
8.9	POY POY	• Issue # 100	
9.0	PRINCESS MAKER 2	• Issue # 101	
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8.3	RALLY CHAMPIONSHIP	• Issue # 97	
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7.1	RUSH HOUR	• Issue # 98	
8.5	SAYURN BOMBERMAN	• Issue # 102	
7.3	SCORCHER	• Issue # 98	
7.2	SEGA AGE9 VOL. # 1	• Issue # 100	
6.5	SENTIENT	• Issue # 96	
6.3	SKY TARGET	• Issue # 101	
5.3	STAR TREK GENERATIONS	• Issue # 100	
8.1	STARFOX 64	• Issue # 99	
6.6	SYNDICATE WARS	• Issue # 101	
8.0	TAIL OF THE GUN	• Issue # 99	
7.0	TEST DRIVE OFF ROAD	• Issue # 96	

8.0	TETRIS/SPHERE	• Issue # 102	
7.8	THE CITY OF LOST CHILDREN	• Issue # 97	
7.7	THE SPACE BAR	• Issue # 102	
7.7	THUNDER TRUCK RALLY	• Issue # 97	
8.0	TREASURES OF THE DEEP	• Issue # 102	
8.6	TRIPLE PLAY '98	• Issue # 96	
8.9	SHINING THE HOLY ARK	• Issue # 100	
9.0	TWINSEN'S ODYSSEY	• Issue # 102	
6.5	VMX RACING	• Issue # 98	
7.4	VR BASEBALL '97	• Issue # 97	
4.7	WAR GODS	• Issue # 98	
5.7	WARCRAFT 2: DARK PAGA	• Issue # 101	
7.1	WCW VS. THE WORLD	• Issue # 99	
9.3	WILD ARMS	• Issue # 96	
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9.4	WORLD SERIES BASEBALL '98	• Issue # 101	
7.3	X-COM APOCALYPSE	• Issue # 102	
9.1	X-WING VS. TIE FIGHTER	• Issue # 99	
6.3	XEVIOUS SDG+	• Issue # 100	

RAYSTORM™



Eye-Popping Hyper-3D!
Two Player Simultaneous Action!
Arcade Perfect!



Twitch Games
Nothing Else!™



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ALL ACCESS

Your
#1 source
for Codes,
Strategies,
& Tactics!

The months leading up to the videogame industry's biggest selling season are sometimes the slowest periods for codes and tricks. But, fear not, we somehow managed to include not only some very cool tricks and secrets for the most anticipated game of the year,

Final Fantasy VII, but for lots of other equally awesome games on all the platforms. And I've been personally impressed by the amount of quality codes that have been flooding the UGP mailbox for this month, as well. Keep them coming and we might have to elongate the Code Monkey section in

future issues! Next month, I'll try squeeze in some more tactics for FFXII, including the Chocobo breeding guide, which allows you to access very cool stuff in some of the hidden caves and strands. If you have some secret strategies, codes, or tricks that you haven't seen anywhere else, send them to us at

All Access,
c/o ULTRA Gameplayers, 150 North Hill
Drive, Brisbane, CA 94005. Or you can
email them straight to the source at
<freyes@ultragp.com>.

CODE MONKEY

OGRE BATTLE

ATLUS
PLAYSTATION



MUSIC SELECT CODE

1-3 To access the entire soundtrack, simply begin a new game and enter in your name as MUSIC/ON. After you confirm your name entry, the game will automatically enter into a music select mode where you can choose to listen to any of the game's musical tracks!



MUSIC/ON

2 3 4 5 6 7 8 9
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z / - = !
IS THE NAME MUSIC/ON
OK?

YES NO



MONKEY SEE, MONKEY DO

Like I mentioned in my opening blurb, I've been quite pleased with the amount of email and snail mail that made it through Bill's rigorous screening process. For enclosed money and onto my desk this month. It seems that a lot of you have been honing your hacking skills and doing your videogame homework over the past months to produce a real load of clever codes and cheats. That's why I decided to pick two winners this month, instead

of only one. Call me 'crazy,' but I think that since Turkey Day is just around the corner, I've been getting a little too generous. Take advantage of it while the gettin's good, gang, by sending your codes into the usual address, ATTN: Code Monkey. Or you can do it electronically, via <freyes@ultragp.com>.

All PlayStation, N64 and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of Interact Accessories, Inc. Yes, the N64 Game Shark is finally here! Of course, PC owners still won't get Jack! No, just kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of UGP.



SECRET AREA

4-8 To access a secret area and begin the game with a powerful army, start a new game. When you're asked your name, enter in FIRESEAL as your name and simply proceed to the actual game. When the map screen pops up, you'll notice a new area called 'Dragon's Heaven' is now accessible!



- JUAN CARMAHO, NEWARK, NJ

INTERNATIONAL SUPERSTAR SOCCER 64

Konami
N64



BIG HEAD CODE

1-4 At the 'Press Start' screen, push the buttons in this order: C4, C4, C3, C3, C1, C2, C1, C2, B, A, then press and hold Z while pressing START. The announcer should yell 'GOAL!' to confirm the code. When the game starts, all players should now have superdeformed heads.



ALL STAR TEAMS

5-7 At the 'Press Start' screen, push the buttons in this order: O, L-shift, O, L-shift, O, L-shift, O, L-shift, O, R-shift, O, R-shift, O, R-shift, B, A, and then press and hold Z then press START—there you are, it will give you all star teams.



- PATRICK J. RYAN, West Seneca, NY



MULTI RACING CHAMPIONSHIP

Ocean
N64



TIPS & TRICKS

1-4 The trick to getting some of the mirrored courses, extra tracks and bonus vehicles all lie in mastering Multi Racing Championships. Here is a guideline for accessing some of the goodies!

1. Press the R button at the title screen and it will display the best T.T. time for the Mountain course.
2. Win the race on all three courses in Championship Mode to gain access to the first opponent (Hannya) in the Challenge Mode.
3. Win the race on all three courses against Hannya and you can now use their car. You also gain access to the second opponent (Deus) in the Challenge Mode.
4. Win the race on all three courses against Deus and you can now use their car. You also gain access to all three mirror tracks.



THUNDER TRUCK RALLY

Psygnosis
PlayStation



BIG TRUCKS

At the main menu, press L1, R2, L2, R1, O. You will hear a blurb to confirm the correct entry of the code. Then begin your race and your truck will have a new shape!

- 1 Once you hit this screen, just pop in the code and you should hear a mechanical 'blip' in the music to confirm that you entered the code in correctly.
- 2 Gravitational Nadia shot.

No Damage

At the main menu press ○ ○ ○ ○ L1, then R2. When you start a race, you'll receive no damage from collision or crashing!



3-4 A new shape for your truck doesn't necessarily mean you'll win, but it's cool, anyways. 4 No damage? Cool beans. Maintain your speed and you'll get first place!

JET MOTO

VIEW
CONTROLS

ENABLE CODES WITHOUT BEATING THE GAME

1-3 Go to the options screen and set the difficulty to Professional and the number of laps to 6. Then go to the Main Menu and press Circle, Circle, Circle, Square, Triangle, Triangle, Square, Triangle. You'll hear a 'Ka-Ching!' and 'Codes Enabled' will appear on the screen.

VIEW ALL ENDINGS

4-7 On the options screen change the difficulty to Amateur, turn off turbos, and turn off grapples. Now select Credits while holding L2 on the controller.

OPTIONS

DIFFICULTY	AMATEUR
LAPS PER RACE	3
TURBO	OFF
GRAPPLE	OFF
TROPHY PRESENTER	RIDER'S CHOICE
BIKE HUD	ON
CINEMATIC CAMERA	ON
STUNT RACE	DISABLED

KEYPAD 1
KEYPAD 2
SOUND AND MUSIC
CREDITS
EXIT



TETRISPHERE

NINTENDO
N64



CHEATS/CODES

The following codes are all entered at the New Name screen. If one of the codes requires a special character entry, just press L, Right C and Bottom C at the same time to toggle between the numbers and the special characters.

1-3 Enter the name CREDITS to view the credits.

4-6 Enter the name LINES to play a hidden game of 'Lines.' To play a game, you'll have to remove a big enough area from the center of the ball on the screen for your friend to escape. You can remove places by lining up three in a horizontal or vertical line.

7-8 Enter the name (including the symbols) G (alien head) MERRY to access hidden music in the game. To access the tracks, go to the 'Audio' screen either in the Options or when you Pause the game. There are nine new music tracks that are selectable.

Enter the name (the following are symbols): (surnam) (space-ship) (rocket) (heart) (skull) to receive access to all levels in every game mode.



TETRISPHERE

CARMAGEDDON

INTERPLAY
PC

ALL TRACKS AND VEHICLES

1-4 At the main menu (where you choose map select, vehicle select, etc.) type **ENABLE** quickly. You'll gain access to all the tracks and cars.



***Note:** These codes have not all been separately tested, so the results of entry may vary.

PORSCHE CHALLENGE

SONY
PLAYSTATION

EVERY CODE POSSIBLE

Enter these codes in at the main menu. (Note: These codes depend upon precise and quick timing to be enabled. If the code does not work on the first try, then simply keep trying!)

Meet the team.
They're the only thing
standing between you
and your ultra
cool boxer.



CHEAT MODE

Enter the All Tracks code above, then start a race and press F3 until the words **CHEAT MODE** appears. You may now enter any of the codes below.

Code	Effect
F5	Repair all damage
F6	Toggle Invulnerability
F7	Add 30 seconds to the timer
F8	Freeze/Unfreeze timer
F10	Increase lap counter
F11	Gain 5000 credits
F12	Switch between each opponent's camera and your own (External view only)
SHIFT-F6	Show opponents on map
SHIFT-F7	Adds 300 seconds to timer
SHIFT-F8	Toggle shadows (none, your car, all cars)
SHIFT-F10	Increment check point counter
SHIFT-F11	Lose 5000 credits
CTRL-F8	Toggle shadow mode (solid or translucent)
CTRL-KEYPAD 1	Toggle flight. Use normal movement keys to fly. (Press Keypad 5 to land, and Keypad 9 or Keypad 6 to change your pitch.)

FIGHTER'S MEGAMIX

SEGA
SATURN

ALTERNATE COSTUMES

At the character select screen, hold L + R + C when you select your character. To play as Picky in orange armor, hold L + R + X while selecting him from the character screen.

1-2 At the main menu (where you choose map select, vehicle select, etc.) type **ENABLE** quickly. You'll gain access to all the tracks and cars.



Without these guys,
there'd be no
Spandex industry...



Code	Effect
L1 + L2, R1 + R2 + Square	UNLIMITED TRIES
□ + SQUARE, ○ + SELECT + CIRCLE	TEST DRIVER AVAILABLE
TRIANGLE + SQUARE + CIRCLE, L1, L2, R2, R1	FISH-EYE LENS
□ + CIRCLE, ○ + SELECT + SQUARE	TUNE TEST DRIVER
SQUARE, CIRCLE, SQUARE	USER CAR JUMPS
□ + Square, ○ + Circle, □ + Square, ○ + Circle	ALL CARS JUMP
□, ○, ○ + SELECT	MAD RACE

Code	Effect
SELECT + SQUARE, SELECT + CIRCLE, SELECT + SQUARE + CIRCLE	HYPER CARS
□ + CIRCLE, ○ + TRIANGLE, □ + SQUARE	MIRROR MODE
□ + START, ○ + START, SELECT, START	INTERACTIVE TRACKS
□ + SELECT, ○ + SELECT, START, SELECT	LONG TRACKS
○, TRIANGLE, ○, TRIANGLE	HIGH VOICES
SQUARE, CIRCLE, □ + SELECT, ○ + SELECT	CREDITS



SHINING THE HOLY ARK

SEGA
SATURN

COMPLETE PIXIE LIST

LOCATION	TYPE	NAME
Desire Mine	Succubus 1	Muran
Outside Desire Mine	Leprechaun 1	Dana
Desire Village	Incubus 1	Lantano
Forest of Confusion	Fairy 1	Daisy
Forest of Confusion	Pixie 1	Maple
Desire Village	Pixie 2	Cherry
Forest Cave	Fairy 2	Iris
Forest Cave	Leprechaun 2	Tak
Forest Cave	Incubus 2	Enjewel
Forest Cave	Pixie 3	Willow
Town of Enrich	Incubus 3	Masakari
Town of Enrich	Succubus 2	Dahlia
Town Well	Succubus 3	Roberia
Dungeon Well	Pixie 4	Cedar
Enrich Dungeon	Leprechaun 3	Morgan
Enrich Dungeon	Fairy 3	Camellia
Forest of Aborigine	Incubus 4	Krupis
Forest of Aborigine	Leprechaun 4	Kokus
Forest of Aborigine	Fairy 4	Peony
Aborigine Mansion	Leprechaun 5	Zircon
Aborigine Mansion	Incubus 5	Uknis
Aborigine Mansion	Succubus 5	Oriea
Graveyard Catacombs	Succubus 4	Lacey
Mountain Cave	Fairy 5	Lily
Mountain Cave	Succubus 6	Ripanos
Mountain Cave	Leprechaun 6	Mangus
Mountain Cave	Pixie 5	Palm
Far East Village	Pixie 6	Apple
Far East Village	Fairy 6	Azalea
South Shrine	Incubus 6	Cypress
South Shrine	Succubus 7	Kathorea
South Shrine	Leprechaun 7	Darbie
New Enrich Dungeon	Incubus 7	Aster
New Enrich Dungeon	Pixie 7	Lime
West Shrine	Pixie 8	Pear
West Shrine	Fairy 7	Stsal
West Shrine	Incubus 8	Adonis
East Shrine	Fairy 8	Mimosa
East Shrine	Leprechaun 8	Solo
East Shrine	Pixie 9	Plum
Mirage Village	Succubus 8	Viola
Outside Mirage Village	Leprechaun 9	Stilt
Tower of Illusion	Incubus 9	Oroton
Tower of Illusion	Succubus 9	Lunaria
Tower of Illusion	Fairy 9	Primrose
Tower of Illusion	Leprechaun 10	Eric
New Desire Mine	Succubus 10	Natasha
New Desire Mine	Fairy 10	Clyde
New Desire Mine	Pixie 10	Baldric
New Desire Mine	Incubus 10	Boris

HOW TO GET DOYLE

After you defeat Rilix and her two undead friends upon your second visit to the Enrich Castle (via the underground sewers), you must head back to Far East Village to the south and speak with Akane's grandfather in the backroom of one of the houses there. He'll mention that Doyle took off looking for your party. Now head back up north to Desire Village. Examine the tree in the right hand corner of town furthest from the entrance (behind the bar). The tree should be Doyle in true ninja disguise!

(special thanks to Jeff "Luscious" Chen, Saturnworld)



Pixies mean the difference between killing the enemy in three hits or one. They also search for extra gold and experience points when you win. If you're just that good, you'll find them all.

STARFOX
64NINTENDO
64

EXTRA MODE

1-4 To get the Extra Mode, Tanks in Versus Mode, and Graphics Equalizer in the Seward Test, you must do a few things. You must achieve medals on all 15 levels, by beating the stage with a specific number of hits — and keep all of your comrades alive. Here are the scores needed to achieve a medal on each level:



Easy Paths

Cornelia	150
Asteroid Belt	200
Ficcina	50
Sector X	150
Titania	150
Volus	150
Venom (Easy)	200

Medium

Katalina	150
Solar	100
Macbeth	150

Hard

Sector Y	150
Aquas	150
Zoneth	250
Sector Z	100
Area 6	300



PLAYSTATION

ALLIED GENERAL

Infinite Prestige 800f0accffff

BAHAMA FORCE

Hydra Laser 800e0ca2ffff
 Infinite Durability 800e0c6403e8
 800e0c6603e8
 MIV Mortar 800e0ca8ffff
 Polar Ray and Synwave 800e0ca0ffff
 Prokian and Hadron Lasers 800e0c9effff

BADREN HELIX

Alien Weapon 800e0fe8011e
 Amplifier 800e0fe4010e
 C-4 Explosive 800e0fe780126
 Detonator 1 800e0fe560115
 Energy Armor 800e0fe5a0117
 Energy Pack 800e0fe4a010f
 Save 800e0fe44010c

COOLBOARDERS

All Awards 801ef97c000f
 801efab8000f
 801efbf4000f
 801efdc3000f
 801efec0000f

DISNEY'S HERCULES

Infinite Fireball Sword 80034dc000c8
 Infinite Lives 30034da40009



HERC'S ADVENTURES

Infinite Spears P1 800c4af60063
 Infinite Money P1 800c4ae80063
 Ray Gun P1 800c4af6001e
 Infinite Lightning Bolts P1 800c4af00009
 Infinite Keys P1 800c4b3a0009

MLB 98

Away Team Scores 0 800121f60000
 Away Team Scores 50 800121f63232
 Home Team Scores 0 800121b40000
 Home Team Scores 50 800121b43232

SATURN

ALBERT ODYSSEY

Master Code f6000914c305
 b60028000000
 Infinite Gold 1603636ffff
 Quick Level Gain Pike 160366b2ffff
 Quick Level Gain Eka 160366e0ffff
 Quick Level Gain Leos 1603671affff
 Quick Level Gain Gryzz 1603674effff

ANDRETTI RACING

Master Code f6000914c305
 b60028000000
 Indestructable Tires P1 1603b8f5ffff
 1603b906ffff
 1603b916ffff
 1603b925ffff
 Indestructable Tires P2 1603b056ffff
 1603b3d6ffff
 1603b3d7ffff
 1603b3d8ffff

MANX TT SUPERBIKE

Master Code f6000914c305
 b60028000000
 Place First 1606f3da0000
 Infinite Time 16068a7e02ce

NBA LIVE '97

Master Code f6000914c305
 b60028000000
 Maximum Fatigue 160835c600ff
 Maximum Field Goals 160835e600ff
 Maximum 3-Pointers 1608360600ff
 Maximum Free Throws 1608362600ff
 Maximum Dunking 1608364600ff
 Maximum Stealing 1608366600ff
 Maximum Blocking 1608368600ff
 Max Offensive Rebounds 160836a600ff
 Max Defensive Rebounds 160836c600ff
 Maximum Passing 160836e600ff
 Max Offensive Awareness 1608370600ff
 Max Defensive Awareness 1608372600ff
 Maximum Speed 1608374600ff
 Maximum Quickness 1608376600ff
 Maximum Jumping 1608378600ff
 Maximum Dribbling 160837a600ff
 Maximum Strength 160837c600ff
 Maximum Shot Range 160837e600ff

NINTENDO 64

DOOM64

Always Have RF6 9000 800632d00001
 Always have chain gun 800632e00001
 Always have missile launcher 800632f00001
 Always have plasma rifle 800632g00001
 Gun/Chain gun ammo 800632h0000f
 Missile ammo 800632i00064
 Plasma/bfg/ weapons ammo 800632j00064

KILLER INSTINCT GOLD

Player 1 unlimited energy 801d34840069
 Player 1 untouchable 801d34d4000a

MARIO KART 64

No laps to race 811643900000
 811643920002



MORTAL KOMBAT TRILOGY

Player 1 unlimited energy 8016984d00a6

NBA HANGTIME

Team 1 scores 150 pts 800a68990096
 Team 2 scores 150 pts 800a68890096

STAR FOX 64

Unlimited lives p1 801579110040
 Unlimited smart bombs p1 8016dc130004

SUPER MARIO 64

Level Select 8032d58c0001
 Monsters Don't Hurt Mario a125460effff
 a125460c240b
 a1254610e54b
 a12546120c26
 a12546141000
 a1254616000c

TUROK DINOSAUR HUNTER

Activate Mini Gun 80128e5b0001
 Activate Pulse Rifle 80128e570001
 Activate Quad Launcher 80128e670001
 Unlimited Mini Gun Ammo 80128e2300ff
 Unlimited Quad Rocket Ammo 80128e2b00ff
 Unlimited Tech Arrows 80128e0f00ff

WAYNE GRETZKY'S 3D HOCKEY

Team 1 Scores 50 pts 800e6ab30032
 Team 2 Scores 50 pts 800e69f80032

FINAL FANTASY VII

SONY • PLAYSTATION

SECRETS AND TRICKS GUIDE

NOTE: The playthrough of this game has been conducted on a roughly translated beta version of *FFVII*, therefore some of the names may be changed by the time of release. BUT the tasks, mechanics, and solutions in this guide WILL NOT change. Just letting you know...
Let us warn you, first-hand, that this

game is not only long, but huge in scope and undoubtedly complex in its mechanics. We knew that everyone and their brother would be furiously typing up old fashioner, weak thoughts for the game, so we decided to just give you the goodies. You know, how to get the secret characters, locate the hidden bosses, find odd or unusual

items, and access some strange, but totally optional sub-missions and side quests. This game is packed with them, so read on if you want to get the full experience of *Final Fantasy VII*. But be warned to unlock your fridge to the limit, keep that coffee pot

boiling, turn your phone off, say goodbye to loved ones, and take one last look out the window at the outside world. Once you're in, you're in for the long haul.



SMALL TIP

Once you've made it onto the second disc, you should check back in at the various Materia shops around the world (with Cid's Highwind). You'll find that a lot of them are now selling different types of orbs that you couldn't previously buy until now.



GETTING YUFFIE

While wandering through the forest patch, near the river dividing Gongaga Valley and Cosmo Canyon, you may run into a mysterious ninja girl in the enemy's party. Running across her is a totally random event, but if your luck stats are high enough, you'll have no problems finding her. If you fight and defeat the girl, a new screen will pop up. The girl will be lying on the ground next to a save point. Talk to the girl and ignore the save point (she'll run away if you try to touch it!). She'll ask you a series of questions, so answer them in this manner to get her in your party! When she asks if you want to fight her again, reply 'no.' She'll then ask if you're afraid of her awesome strength.

Tell her 'yes.'

Next, she'll

threaten to leave, but you must tell her to 'wait.' She'll then finally say that you need her for her fighting skills and strength. Agree with her and she'll offer to join your party. When you're given the option to ask her name or simply leave, just leave without asking her name. She'll whimper after you and join your party! Recruiting Yuffie will enable all sorts of sub-quests and optional events to happen later on in the game, so get her to join!

Be careful when answering Yuffie's questions. If you plus her off, she'll run off and you'll have to find her, again.



TURTLE'S PARADISE PUB FLIERS

If you happened to be rather meticulous in your exploration of absolutely everything in the world of *FFVII*, then it's almost a sure bet that you've come across certain fliers advertising a strange pub named 'Turtle's Paradise.' The actual pub, itself, is located in Yuffie's hometown of Utai, but the fliers are scattered throughout the game. When you do find Turtle's Paradise, read the sign out front. You'll discover that the pub is sponsoring a publicity campaign and if you read (you can't take the fliers off of the various walls they're attached to) the fliers in any order, then report back to the bartender at the pub and you'll receive a free gift. Hmm... we were curious as well, so here are the locations for all the fliers.

- 1 Second floor of house with little boy and chest of drawers (Midgar, Section #5)
- 2 Lobby of Shinra Building (Midgar) (if you miss this the first time around on the first disc, you can get back into the building via the underground tunnels during your raid on Midgar at the end of the second disc.)
- 3 The 'Shop' sign hanging next to the items shop door inside the Ghost Hotel (Gold Saucer)
- 4 On the post next to the weapons store clerk inside, at the counter (Cosmo Canyon)
- 5 Upstairs to the left the door of the room near the Inn's counter (Cosmo Canyon)

6 Downstairs at Yuffie's house, to the right of the door (Utai) (NOTE: You can only get inside Yuffie's house if you recruited her earlier and have her back in your party, after the Materia stealing event.)
Once you've read all six of the fliers, talk to the bartender at the Turtle's Paradise to receive your loot: Megalixir, Power Source, Guard Source, Magic Source, Magic Source, Mind Source, Speed Source, Luck Source. Not bad for a measly literacy test, eh?

You don't need to find the fliers in any specific order, but you do need to READ them. Make sure not to pass any of them up the first time, because some of them become difficult to return to later.

GETTING VINCENT

Remember that locked door down in the underground basement of the Nibelheim mansion? Well, it should be accessible to you upon your next visit to Cloud's hometown, after the whole "Sephiroth flashback" that happened earlier in the game. Head inside the mansion, then search the rooms to the left of the entrance. You should find a letter lying on the ground alluding to some future improvement of a certain someone in the basement, along with some hints at the safe lock combination. Now find the safe in one of the rooms on the second floor (to the left of the staircase). Once you examine the safe, you can try your hand at entering in the correct combination. Right 36, Left 31, Right 59, Right 97. You'll only have 30 seconds to enter the correct numbers, so you might have to attempt it more than once before you get it right. Also remember that you CANNOT pass up the correct number, and then inch back to it — you'll have to start over again. Best advice is to zoom through the numbers until you get close to the correct number, then inch UP to it, and not OVER it.

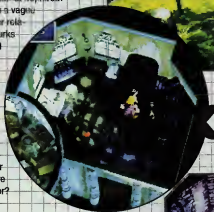
Once you pop open the safe, you'll

have to fight a sub-boss. Defeat him to receive Red XIII's Fourth Limit Break Manual, a gold key (still inside the safe) and pick up a new Summoning Orb. Head down to the basement and proceed through the previously locked door. Examine the center coffin and Vincent will emerge with a few questions for your party. Tell him about your quest to find Sephiroth and he'll get annoyed, then he'll go back to sleep. Open the coffin again and ask him about what he knows about Sephiroth, and he'll tell you a vague hint of his former role. Floos with the Turks and Shinra. He'll also ask you to leave him alone. Do so, and he'll join you in the hallway outside! Now you've got a groovy, gun-toting vamp in your party. What more could you ask for?

Open the safe, pop the coffin in the basement, chat about Sephiroth, and next thing you know... you've got Vincent on your team. So what if he looks like a late 80's Cure fan?



Treat this mansion safe like you would your combo lock from gym class. Just dial in these numbers: R36, L31, R59, R97. Do it correctly and under the time limit for some important items.

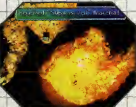


LEVIATHAN SCALES? WHAT'RE THEY GOOD FOR?

After picking up the key item, Leviathan Scales, on the 2nd disc, haul them back to Utal and up Da-Chao to get past that pesky lava in the mountain cave. This is exactly what that woman by the pagoda in Utal was rattling on about earlier in the game.

On the second disc, you'll have to stop the Shinra from loading the third Huge Materia onto their submachine. Chase through the Underwater Reactor, fight the mechanical sub-boss, then head over to the remaining submarine, but before you actually set foot onto the ramp for the sub, open all the treasure chests lying around on the docks. You should find the Leviathan Scales in one of them. You won't need them for your current mission, but, how exactly DO you use them?

The only place that they're useable is back in Utal. If you happen to wander back to Utal as Yuffie's hometown, scale the face of Da-Chao again until you get to the small cave. Once inside, you'll now be able to get past those wells of flame blocking the path. By doing this, you can obtain a 'Steal as Well' Materia orb and a new weapon for Yuffie!



Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



More Bang For The Buck

\$5.00 Off the purchase of Dark Rift for Nintendo 64.

This coupon is redeemable only with the purchase of one (1) **Dark Rift** game for the Nintendo 64 by retail customers. Simply mail this coupon together with the **Dark Rift** warranty card enclosed in the game pak and a **dated** cash register receipt supplied by the retailer to VIC TOKAI. Void if copied or altered and where prohibited, licensed, or restricted by law. Offer valid only in the United States. Valid only on purchases after October 21, 1997. Offer expires December 31, 1997.

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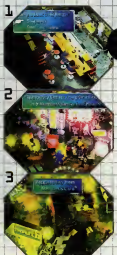
A TOTALLY OPTIONAL 'CUTENESS' MISSION FOR CLOUD

This mission is totally optional and won't affect the actual storyline of the game, but it's definitely amusing. If you have a little time to kill when you're attempting to get into Don Corneo's mansion in Wall Market, try this out, but you'll need at least 270 gil to complete it.

Make sure to talk to everyone in town, especially all the guys hanging out in front of the Honey Bee Inn, then go talk to the goon guarding Corneo's mansion. Aerith will suggest that you try dressing up like a girl to get in. Now, head back to town and talk to the girl behind the counter in the dress shop. She'll ask you to sober up her dad who's at the bar. Go there and talk to him. Request a dress that 'feels soft,' and 'that shimmers.' He'll take off. Now head to the shop where the merchant was previously sleeping. He'll now ask you to pick him up a mysterious item from the vending machine at the Inn. Agree to help him out, then spend the night at the Inn. You'll raid the vending machine in the middle of the night for the item. Make sure to choose the most expensive one (200 gil), then in the morning, visit the sleeping merchant again. He'll give you a **Diamond Tiara** in exchange for your services. Now head to the restaurant with the guy advertising free coupons outside. Sit down in the empty chair and order a meal (70 gil). When the cook asks you how the food was, reply with 'it was alright.' He'll give you a **Coupon** for the Pharmacy. Now take the coupon over to the Items Shop with the big Cat out front. The clerk will offer you three choices: Disinfectant, Deodorant, or Extinguisher. Pick the **Extinguisher** and then head to the bar. Talk to the man in the bathroom and give him the Extinguisher to receive the **Sexy Cologne** (why does HE have perfume? We don't have a clue...). Now it's time to pay the Honey Bee Inn a visit. Make sure to talk to the man who was wondering whether or not to visit the Honey Bee. He'll have changed his mind this time around and gives you his **Membership Card**. You'll now be able to enter the Honey Bee Inn! Once inside, you'll have a couple of choices. First off, head to the back of the building and enter the 'dressing' room for the actual 'Bees.' Talk to the girl on the far left several times, then introduce yourself. (Hint: For fun, talk to the girl on the far right enough times and reply with negative responses to make her do some rather bizarre dance moves.) Now re-enter the main room. If you occupy the top left hand room, you'll receive the **Perfumed Lingerie**. If you occupy the bottom left hand room, you'll receive the **Bikini Briefs**. Make sure to either of them, or even better, save your game and check out both cinematics. They're entirely suggestive, bizarre, and silly. Once you obtain one of the above items,

return to the dressing room and talk to the girl on the far left again until Cloud suggests that he'd look more 'cute' with make up on. Ask the girl to give you a **makeover** and you'll be almost set for the rest of your adventure.

Try on the **Silk Dress** in the dress shop and Aerith will tell you that you need a wig. Head over to the Gym and talk to the small girl standing by the boxing ring. She'll tell you take on Big Bro in a Squatting Contest for a wig. Beat him in amount of squats in order to obtain the **Blonde Wig**. Anything other than beating him will result in a run of the mill wig that needs a serious disinfectant. Not very cute, is it. Get the blonde one. With that done, head back to the dress shop, have Cloud change, then you're ready to charm the pants off of Don Corneo!



1-3 Mind your etiquette when eating at the Diner to get the Pharmacy Coupon. Meanwhile, keep returning to the indecisive Honey Bee patron and you'll eventually receive the Membership Card.

COMMAND/YELLOW MATERIA

Steal
Throw
2X Attack
Slash All
Sense
Morph
Deathblow
Manipulate
Enemy Skill
Mimic
W Magic
W Item
W Summon



1-4 We won't say what we actually think of the 'protein drink' machine... (a 200 gil protein drink?), ahem... but we will say that it's up to Cloud to fetch it for this lesser from the Inn. You can only get one Pharmacy Coupon, so make sure to choose the correct item from the shop clerk.

MAGIC/GREEN MATERIA

Fire
Ice
Lightning
Earth
Poison
Gravity
Comet
Contain
Ultima
Restore
Full Cure
Cure
Resurrect
Seal
Confuse
Transform
Escape
Time
Barrier
Destruct
Shield



ALL MATERIA MASTERED EQUALS MASTER MATERIA!

In order to receive *only* the 'Master Materia' for any of the different types of orbs, you must first possess the Huge Materia for that specific category. In other words, when you place the Huge Materia in Bugenhagen's space lab in Disma Canyon, you should have one green one if you want the Master Magic Materia orb, the red one if you want the Master Summon Materia orb, and so on. Then how do you get the Master Materia orb for each category? It's difficult and you'll need EVERY SINGLE Materia orb from that specific category (this includes all the 'secret' ones and those that can only be obtained when you have certain special Chocobos) in order to get the Master Materia. Well, it's either that or defeat the Ocean Weapon boss... I'll bet you're thinking that mastering each Materia is sounding a hell of a lot better, right? Here's the breakdown:

After rescuing the four Huge Materia, you'll be able to receive 'Master' Materia if you manage to figure out how. Master all your Materia orbs, then return to Cosmo Canyon for a closer inspection of the rocks.



MIDEEL SECRETS

In the town of Mideel, before the Lifestream explodes, you might be wondering about that locked door at the back of the Weapons Shop. In order to find out the real deal, head over to the house with the old man standing out front. Search the area directly behind him and you should hear a clicking noise. Examine the area with the clicking noise and you'll find an Old Key. Use the Key on the locked door and the key will crumble, revealing the door to be nothing but a painted image! Hmhm! For your troubles, "fess up to the owner and you'll receive a novelty item, the Cursed Ring."

Another cool thing to discover in Mideel is the Contain Materia orb. You can do this before or after the Lifestream explodes. Make sure to pur-

Solving this 'secret' is more for peace of mind than anything else.

chase some Minnet Greens from Choco Billy at the Chocobo Farm and then go to Mideel. Talk to the small white chocobo that's running around with a hyperactive woman inside the town shops.

Feed the Greens to the chocobo and you'll have a choice as to where you'd like to tickle the animal. Choose to tickle it behind its ear. The little guy will give out a hearty 'Wark!' and toss you the Contain Materia.

Getting the 'Contain' Materia is only a matter of being sensitive to this wacky Chocobo's needs.

Listen carefully to his words and pack a pocketful of greens.

SUMMON/RED MATERIA

Chocobo
Shiva
Ifrit
Titan
Ramuh
Odin
Leviathan
Kiyata
Bahamut
Neo Bahamut
Alexander
Phoenix
Hades
Bahamut Zero
Chupon
Knights of the Round

Make sure to master all of the listed Materia in each category in order to return to Cosmo Canyon for your Master Material! There is no Master Material for either the blue (support) or purple (independent) Materia.

In order to obtain the Bahamut ZERO Materia, simply examine the red, yellow, and green Hugo Materia and you should receive the new orb! He's a doozy in battle, so don't pass him up!



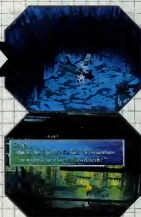
1-6 Buy some Minnet Greens from Choco Billy and talk to the white Chocobo in Mideel. Feed it the greens and you'll feel compelled to tickle it (poultry harassment, anyone?). Tickle it behind the ears for a prize. I would handle the orb carefully. You certainly don't know where it's been. An entirely optional quest for an entirely useless item! Yahoo!

THE SUNKEN AIRPLANE

While cruising the ocean floor in your submarine (Disc Two), explore some of the side canyons to the east of the Junon Underwater Reactor. You should stumble upon a sunken airplane at the end of one of the underwater corridors. If you move your sub directly into it, you'll enter the plane. Inside, you'll find not only very tough critters that yield some nice Exp. and gil, but a lot of cool items, as well as more of those nasty Turks. After you fight Rude and Reno in the passage to the left of the Save point, you can continue into the next room to pick up cool items like Cid's

Beware of the enemies lurking the sunken plane's corridors. They're not only tough, but they'll take a hefty chunk of health off of your party members. Use the Save Point and your Tent items with complete abandon to level-build like nothing else.

Fourth Level Break Limit manual, Yuffie's best weapon, and a new Summon Materia: Hades. In the room to the right of the Save Point, pick up the Multiple Attack Materia orb and some other goodies. That's really all there is to the Sunken Airplane, but it's worth it!



Cid and the others received "Cursed Ring"!



THE FIVE STORIED PAGODA RIDDLE

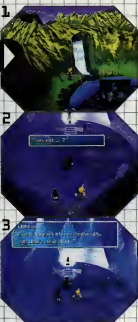
In order to enter and fight through the Pagoda in Utai, you'll need Yuffie in your immediate party. Once you've put her in your party, enter the pagoda and talk to the woman near the staircase. She'll fight you and when you win, you can continue up to fight the boss on the next floor. This continues until you reach Gogo on the top floor (there are four bosses in all). Once he's defeated, you'll receive the Leviathan Materia orb as well as Yuffie's Fourth Level Break Limit manual, All Creation. You might want to build up Yuffie's levels some before attempting this feat. The bosses aren't incredibly difficult, but she'll need a little more experience before she can really take them all on. Make sure to equip her with the best Materia orbs and accessories (use the Ribbon as an accessory for a quick play through of the bosses).

LUCCRECIA'S RETURN [HIND OF]

On the second disc, after you've won the submarine mission to recover the third Huge Materia, it's imperative that you seek Luccrecia out. Put Vincent in your party, then look for an underwater cavern that leads to a small lake. Dock the sub on the shore to the left of the waterfall, then enter the waterfall. You'll enter a cave where Luccrecia's been hiding out all these years. Talk to her and you'll find out all about Vincent's past. You'll also find out that Luccrecia is Sephiroth's mother!

After the drama, head back out of the cave and continue on with your adventure. When you reach the third

disc, you'll want to return to Luccrecia's cave WITH Vincent in your party to receive the Death Penalty ultimate weapon for him as well as his fourth level Break Limit manual, Chaos!



1-3 Use the sub to reach this waterfall. Behind it, you'll discover the hiding place for Vincent's long lost love, Luccrecia. You need to find her on the second disc if you want to pick up Vincent's Break Limit manual and ultimate weapon on the third disc.

THE GATE KEY TO MIDGAR CITY

During the second disc, you'll find that you can't get back into Midgar. The No. 5 Gate is locked, but if you talk to the person standing out front, he'll mumble something about losing the Gate Key on an excavation trip. Sound familiar? Head to Bone Village. Once there, talk to the excavation boss. Set up a dig and arrange everyone in a small, but well distributed, group along the top section of the village. Have them dig until you pick up the Gate Key.

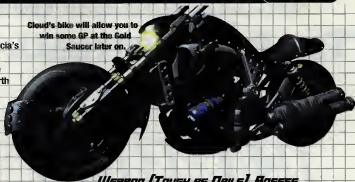
While this isn't required, you WILL be able to pick up some cool stuff and catch a split-second flickering image of the controversial 'Aerith Resurrection' storyline that is rumored to have just barely missed the final cut. At Wall Market, you'll be able to pick up the Premium Heart for Tifa, as well as the Steal Ring. Obtain the Premium Heart in the small shop that has the 'ITEM' sign out front. Examine the small machine inside and you'll get it (the machine gun won't fire at you this time around!). This is Tifa's 'ultimate' weapon, so snatch it up! To get the Steal Ring (increases your steal rate when equipped with the 'Steal' Materia), talk to the weapons merchant who

sold you the batteries on Disc One. He'll offer to sell it to you for 129,000 gil. If you're willing to pay the price, pick it up.

If you want to catch the 'Aerith glitch,' head to the church and simply walk inside. You should see a quick and subliminal flash of Aerith immediately when you enter. That's all. No big deal. But some rather easily obsessed people have devoted their lives to this split second of footage, so you might as well check it out.



Cloud's bike will allow you to win some RP at the Gold Saucer later on.



WEAPON [TOUGH AS NAILS] BOSSES

Throughout the second and third discs, you'll run into various forms of Weapon, the Ancients' Super-Powered Mecha-Golden Boy of Death. You'll have several chances to fight him and you'll receive some handy items by doing so. The first time you'll come across him is in Mideel after you check in on Cloud and Tifa. The second time you fight him will be when he emerges from the ocean (shortly after you exit the Forgotten City Ancients after giving Bugenhagen the Key (if the Ancients) and Tifa's first attack on Midgar). The next few times that you'll have to fight him will be somewhat optional, but essential to obtain Cloud's Ultimate Weapon.

In order to get it, you'll have to first find Weapon when he is hovering above a water-filled crater. Fight him a few rounds and he'll run away and start flying all around the map. Run into him a few times and he'll take off for a new destination. Find him where he lands and fight him. You'll have to repeat this several times until he makes a final stop near Cosmo Canyon. Fight him here and he'll explode, taking out lots of land in the process. You'll now receive the Ultima Sword for Cloud. (Note: The land will be damaged, but

this event will allow you access to a

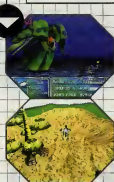
secret cave that you couldn't get to without a special Chocobo before!)

The two other incarnations of Weapon won't be so easily best. You'll find one wandering around in the desert plains surrounding the Gold Saucer. The other Weapon boss will be lurking around under the ocean. He's not easy to miss, but be prepared to fight to the death under a time limit of 20 minutes. These two Weapons bosses are INSANELY TOUGH, so don't expect to win in one try! The Desert Weapon sits at 500,000 HP and the Ocean Weapon holds an insurmountable 1,000,000 HP! If you manage to beat Desert Weapon, you'll receive the Desert Rose item and if you beat Ocean Weapon, you'll get the Earth Harp. Both items can be traded in for goods if you visit Kalm Town (near Midgar) and talk to the man who kept yapping about how he needed adventures. He'll trade you his Gold Chocobo for the Desert Rose and in exchange for the Earth Harp, you'll receive three new Materia orbs: Master Summon, Master Magic, and Master Command. If you ask me, you're better off avoiding those bosses and getting the Master Materia orbs and the Gold Chocobo the longer, but 'easier' way.



What can we say about Weapon, other than that he's probably the love child of Godzilla and Ultraman on steroids.

The Underwater and Desert Weapons are probably meant as cruel jokes by some vengeance-minded, overworked programmer.



1-3 These Weapons monsters are absolutely EVERYWHERE! Some are tougher than others, so make sure to save before you attempt to land the first punch.

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THE FOUR HUGE MATERIA MISSIONS

Throughout Disc Two, you'll embark on four separate missions to reclaim four Huge Materia orbs back from Shinra. The first two Huge Materia missions will be concurrent allowing you to pick from either. The last two are strung together so that you'll be able to go from one straight to the next.

NORTH COREL TRAIN: If you succeed in stopping the train under the time limit, you won't destroy North Corel. By saving the town, Barrett will receive praise (if he's in your party), you'll pocket the Huge Materia, get a free night at the Inn and a little kid will give you the Ultima Materia orb. Not bad, eh? If you can't save the town, you'll still get the Huge Materia, but the kid and the innkeeper won't give you any freebies. You'll be able to buy the Ultima Materia from the kid for 50,000 gil.

CONDORFORT: Oh, goody... a mini-strategy game. Make sure to have a nicely lined wallet for this quest and set up your troops to take out the incoming baddies. If you win, make sure to beat the boss on the roof to grab the Phoenix Materia orb.

Afterwards, talk to the old man sitting at the table inside the hill to receive the Huge Materia.

UNDERWATER REACTOR: You'll have to maneuver a sub through murky waters and shoot down the red enemy sub in order to rescue the third Huge Materia. If you succeed, simply use your newly acquired sub to search the ocean floor for the red sub and the Huge Materia.

ROCKETSHIP: When you take off to space, you'll have to decipher a passcode in order to save the last Huge Materia. This is your only shot, so make sure to do it right (or save right before it). When you're prompted to punch in the passcode, enter in: Circle, Square, X, X. You should be able to access the Materia and rest easy through the following cinemas.

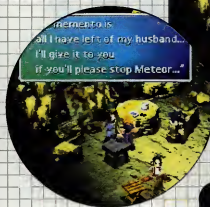
SET OF 1/35 SCALE TOY SHINRA SOLDIERS

While running around Junon Base after your run-in with the military parade show, you'll probably find two 1/35 Miniature Shinra Soldiers items sitting around in different locations and shops. I have never figured out how to use these Soldiers or the other ten toy soldiers that complete the set (they are hinted at in the menu). If anyone finds a use for these guys, or if you find any more of them, please email me at freyes@gameplayers.com. Even if they're just some cultural joke that didn't translate very well into English, I'm trying to know what they're good for!

FOURTH LEVEL LIMIT BREAK MANUALS

The Fourth Level Limit Break Manuals for each character are sometimes tricky to obtain and even trickier to master, but they're worth the work. Here are their locations:

Barrett's manual is the easiest to obtain. Talk to this girl in North Corel and she'll hand it right over.



1-4 Tifa's manual can be a little more difficult to obtain if you're tone deaf. Follow the notes, outlined in the 'Tifa's Piano Trick' section and you'll not only be ready to tour, side by side, with Yami, but you'll also pick up a letter from her former mentor explaining a lot about the Sephiroth/Midellheim connection. You'll also pick up her manual!



1 I know you're after them, but I won't give them. You may think I'm coming from them, but it's just that... I don't want anything to do with Shinra anymore. From the top to the bottom, I'm sure you'll find this letter. And the girl who told me, she should come in handy. I can't even say anything. But I hope you continue to change. You'll think and remember me when I forget you. To my dear friend Shinra. From...

2 Barrett's "Catastrophe"



3 I know you're after them, but I won't give them. You may think I'm coming from them, but it's just that... I don't want anything to do with Shinra anymore. From the top to the bottom, I'm sure you'll find this letter. And the girl who told me, she should come in handy. I can't even say anything. But I hope you continue to change. You'll think and remember me when I forget you. To my dear friend Shinra. From...



4 Tifa's manual can be a little more difficult to obtain if you're tone deaf. Follow the notes, outlined in the 'Tifa's Piano Trick' section and you'll not only be ready to tour, side by side, with Yami, but you'll also pick up a letter from her former mentor explaining a lot about the Sephiroth/Midellheim connection. You'll also pick up her manual!



CHARACTER

BREAK LIMIT NAME

LOCATION/HOW TO GET IT

Cloud

Omni-Slash

Can be obtained for 32,000 Battle Points at the Gold Saucer Battle Arena (you must earn the BP in one visit)

Tifa

Final Heaven

Solve the Piano Riddle in Tifa's room in Nibelheim

Aerith

Great Gospel

Trade Myhril for item in small, upstairs box at the Weapon Master's house on the Western Continent

Barrett

Catastrophe

After the train incident at the Corel Mako reactor, talk to the woman in the house to the north in North Corel

Red XIII

Cosmo Memory

After defeating sub-boss in safe in Nibelheim mansion

Yuffie

All Creation

In Utai, you must beat Godo (her dad) on the top floor of the tall pagoda

Cid

Highwind

In a treasure chest in the sunken airplane

Vincent

Chaos

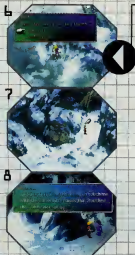
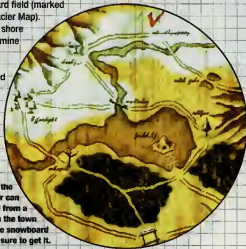
Upon second visit to Lucrecia's Cave behind the waterfall (refer to section 'Lucrecia's Return')

THE ICE WOMAN OF THE GREAT GLACIER

If you talk to the bartender serving drinks in Icicle Town, he'll tell you about the legend of the Ice Woman hiding in the Great Glacier. Curious? When you finish your snowboarding jaunt from the small town on the hill overlooking the Great Glacier, make your way to the steaming hot springs, to the south of the big blizzard field (marked by a red 'X' on the Glacier Map). Walk to the left of the shore and make sure to examine the water. Cloud will touch the hot springs, then get back up. Head north until you hit the blizzard field, again. If you continue north you'll find the old man's shack where you can lodge, rest and save. If you head

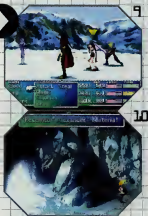
east in the blizzard, you should find a small cave, where you'll stumble on a small purple hermit/goblin/thing. Talk to it (during the battle scene, the monster will just look like a regular 'snow-bunny' girl with ice magic) and you'll fight it! Defeat the purple goblin for the Alexander Material!

This map of the Great Glacier can be obtained from a house in the town before the snowboard jump. Make sure to get it.



9-10 The Ice Woman is no big threat, but she'll attempt to confuse your party a few times by throwing a kiss or two at various party members (wouldn't you?). When you defeat her, make sure to pick up the Materia before leaving.

6-8 From the 'blizzard field' you'll have to head south to reach the Hot Springs. Make sure to scoop up some of the water before heading back north to the field, then east to the cave.



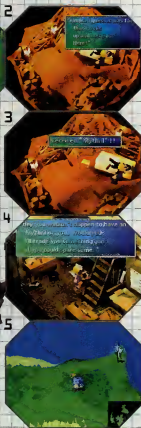
THE OLD MAN IN THE CAVE AND THE WEAPONS MASTER

If you've done a lot of exploring, you've probably come across both of these guys settled in nice secluded places on the world map. The Old Man's Cave is located slightly southeast of Midgar, just over the mountain ridge. The Weapons Master's shack is sitting on a small peninsula just to the south of the Chocobo tracks on the eastern coast of the Western continent. If you're perceptive, you might decipher that these two geezers have something in common: They both refuse to contribute any particularly good information pertaining to your quest, but they do actually enable you to obtain Aerith's Fourth Level Break Limit manual.

To do this, make sure that the number of battles you have been in

ends in matching digits (i.e. 133, 477, 222, etc.). Once this is done, check in with the Old Man. He should give you some Mythril. Take the Mythril to the Weapons Master and he'll give you the option of trading him the Mythril for whatever's in either the upstairs small box or the big downstairs one. Pick the small box for Aerith's manual and the big one for the Gold Bracelet. To get both, simply hop back onto the Highwind and talk to the Old Man again to get some more Mythril. You must avoid getting into any battles between your visits or you'll have to even out your numbers again. You can only get two pieces of Mythril, but there's nothing else that the Weapons Master can give you after that.

1-5 WIN (not escape from or lose) the correct number of battles in order to wake up the man in the cave. You'll receive some Mythril to give to the Weapons Master to the west. He'll deal you out either Aerith's Fourth Level Limit Break Manual, Great Gospel, or a Gold Bracelet. Get both by revisiting the old man again.



The Great Gospel will allow Aerith to learn her Fourth Level Limit Break. Make sure to give this mission a shot.



CHARACTER

WEAPON NAME

LOCATION/HOW TO GET IT

Cloud

Ultima Sword

After defeating the flying Weapon the final time outside Cosmo Canyon

Aerith

Princess Guard

In the Temple of the Ancients, in clock room pick 'IV' as a destination

Tifa

Premium Heart

Wall Street 'Item' Tent, search the machine the one with the gun above it on the second disc

Barrett

Missing Score

On the platform near the Sister Ray weapon when you reinvade Midgar on the second disc

Red XIII

Limited Moon

Bugenhagen will give him the weapon in Cosmo Canyon after your trip to the Forgotten City of the Ancients

Cait Sith

HP Shout

Lockers on the 64th floor of Shinra Building during your raid on Midgar and the Sister Ray on second disc

Yuffie

Conformer

In sunken airplane

Cid

Venus Gospel

After the Huge Materia mission (rocketship), talk to the rocket inventor in Cid's hometown three times and he'll give you the weapon

Vincent

Death Penalty

Visit Lucrecia a second time (first on second disc) during third disc

BEST WEAPONS FOR YOUR WHOLE PARTY

Wondered where to find all those 'final' weapons for each member of your party? Well, look no further, here are the locations. But *be* wary in mind that the contents for obtaining those weapons are dependent upon whether the specific character whom the weapon is for is in your immediate party or not.



1-2 Ultimate weapons are some nifty things to have around when you're dealing with evil, so make sure to follow this guide so you can make to the death (the bad guy's death, not yours, of course).

YUFFIE'S SIDE-QUEST

You must have Yuffie in your party to partake in the real revelry of Uta. Once you do have her in your group (she doesn't need to be your immediate party), head to the westernmost island on the map. When you land with the Tiny Bronco, head north towards the mountains. Yuffie will then steal all your Materia and take off! Fight the Shinra soldiers, then head north through the mountains until you find her hometown of Uta. Once there, talk to everyone in town, making sure to go all the way to the far left of town where there is a pagoda. Talk to Godo inside, the temple/inn several times and Yuffie should pop up, then take off. Go to the Turtle's Paradise Pub and talk to the Turks sitting around the table. Go to the Items shop and open the treasure chest to take out the Materia orb. Yuffie will

drop down and steal it before hightailing it outside again! Now head to the house that is directly right of the entrance to town and examine the sliding partition to the left of the house. Yuffie will be hiding behind it, then run off.

Make your way back to the Pub and you'll notice the huge stone pot to the left of the entrance door outside is moving. Your party will scatter, blocking the bridges so that Yuffie will be trapped. Go up to it and hit it three times; She'll jump out of the pot, then surrender. She'll take you to her house, then subsequently trap your party (the two other members) in a huge cage before running off AGAIN! Use the machine at the end of the room to switch the levers (doesn't matter what order) to release your friends and then exit the house.

Head back over to the area with the five-story pagoda and you'll discover that you can now enter the shrine to the right of Godo's temple. Examine the big bell at the top of the platform and you'll be able to ring the gong. A

secret door will show up on the front side of the shrine's platform. Enter it to find Don Corneo and two hostages, Yuffie and Elena from the Turks! Chase him down and you'll be joined eventually by Rude and Reno. Fight your way through until you can head over to Da-Chao Mountain. Explore the mountain (he's got them tied to the huge face of the god overlooking the outstretched stone pain) to find Don Corneo.

Cycle through the silly cinemas and fight the sub-boss to rescue Yuffie and Elena. Once this is done, Yuffie will return all of the stolen material! Don't forget to check back in on the 'house of cats' next door to Yuffie's after you have your Materia back. You should now be able to climb the staircase at the back of the house and find a HP Absorb Materia orb on the second floor!

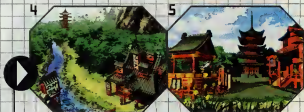
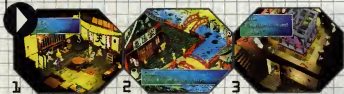
TIFA'S PLANO TRICK

In order to perform this trick, you must have Cloud in your party, then head to Nibelheim. Enter Tifa's house and find the piano upstairs in Tifa's room. Examine the piano, then choose to play it. Using the following button combination method, hit the notes:

X, Square, Triangle, L1 and Triangle, L1 and Square, X, Square, Triangle, L1 and X, Circle, X, Square, then X. Then hit L1 and Triangle.

If you do it right, you should play the theme that you hear when you're aboard the Highwind and Tifa will discover a letter from her 'mentor' concerning the Sephiroth incident in Nibelheim five years ago. Tifa will then obtain her Fourth Level Break Limit manual, Final Heaven!

1-3 Yuffie is one crafty girl. Chase her around town until you're able to corner her. She'll try to pull another stunt, but Don Corneo will stop in for a little poetic, but perverted, justice.



4-5 Once you're free from Yuffie's basement trap, head to the pagoda area that can be seen in the town's distance. Once there, walk up onto the platform to the left of the screen and bang the gong to open a secret door where Yuffie and company are hiding.

SPORTSLINE

Man, it's hard to believe that it's already November, but with the winter months comes a fresh new batch of sports games. This month, I break down *Madden '98* and *Gameday '98* to show exactly which game takes the cake. And while I may have had trouble getting any materials from EA, I had to call it like I saw it — *Gameday* is king. Keeping with the pigskin theme, I have an in-depth look at the big N64 showdown between *Madden* and *Quarterback Club*.

I also got a chance to see the latest on *Gamebreaker*, *NHL Face Off*, and *NBA In The Zone*. Next issue, look for the review showdown between *QBC* and *Madden*, along with the rest of the sporting goodness. Until next month, enjoy the turkey sandwiches and lay off the stuffing.

by Mike Krumholz

MSalmon@gameplayers.com

NCAA GAMEBREAKER '98



- **SYS.** PLAYSTATION
- **PUB.** SONY CE
- **DEV.** SONY INTERACTIVE
- **REL. DATE.** FALL

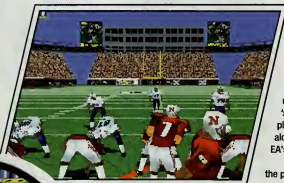
With all of the NFL football games coming to market, it's easy to forget that the best playing football game of last year wasn't *Gameday* or *Madden*, it was *NCAA Gamebreaker*. Initially, the game seemed like another version of *Gameday*, but the depth, variety and intelligent AI made it the game that had the most replay and fun.

This year, *NCAA Gamebreaker* is using the same polygonal engine as *Gameday* and the early returns show that this could be even better than its professional sibling. Just imagine every Division I college represented with their actual logos on the helmets and numbers on the

jerseys. Then throw in the college playbook, season awards, national rankings, and fast gameplay and you have the makings of a true national champion. EA's *NCAA Football '98* is a solid college game and the dynasty mode makes it an exceptional product, however *Gamebreaker '98* has superior graphics, AI, playbooks, and fun to go along with its own version of EA's dynasty mode.

There is no doubt that the polygonal engine is exceptional and, from the screen-shots, it's easy to see the graphics are exceptional.

Now if the developers can just maintain or advance the gameplay of last year, then *Gamebreaker '98* might end up being the true football king.



It's the same engine as *Gameday*, but with hundreds more logos, like the infamous N of Nebraska.



With all Division I schools, there is plenty of color in this game. The option play is the main reason to purchase a college football game.



QUARTERBACK CLUB 64

Will the license and graphics be enough?

○○○○○○

○○

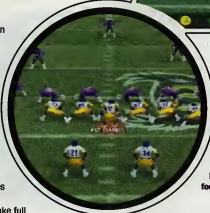
- **SYS.** NINTENDO 64
- **PUB.** ACCLAIM
- **DEV.** IGUANA ENTERTAINMENT
- **REL. DATE.** FALL



Until last month, Acclaim and Iguana were sitting on a virtual goldmine. They were going to be making the only football game for the software-starved N64. Then EA shocked the industry by pulling out a nearly finished version of *Madden 64*, but all is not lost. While *Madden* has the name recognition, *Quarterback Club* has far superior graphics and the NFL license, which means logos on the helmets, real stadiums and proper team colors.

I recently made a trip to Austin, Texas to check up on the development of *QBC 64*, and I came away feeling

confident that it has a legitimate chance of still being the best N64 football game. The AI and sound weren't completely operational, but the game was running silky-smooth at 30 fps in hi-res mode. The developers at Iguana are also going to take full advantage of the N64 by using the analog controller for running and passing. When running the ball, a tap makes the player jog and a full press throws them into a run. The passing game is going to use the analog stick to over or under-throw receivers, giving the player even more control. Other treats include seeing the players breath when it's cold and momentum-



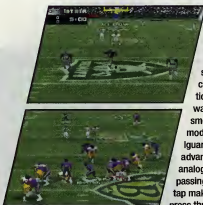
An advanced passing option, using the analog stick, could help innovate the football genre.

based wrapping tackles.

Graphically, the hi-res polygonal players in *QBC 64* makes *Madden 64*, and its chunky, blurry polygons look like a Saturn game. Additionally, the NFL License is really important, especially with polygon players. Sure, *Madden* has all the players, but those empty helmets are crying for a logo. By next issue, I should have a review of *Madden 64* and *QBC 64*. I'll put them head-to-head and let you know which game has game and which game don't.



Looks aren't everything, but when a game looks this nice, it's hard to resist.



Look at all those logos and team names — something you won't see in *Madden 64*.



Using the analog stick to jog along the line looking for a hole, then throttling up to a run when you find the seam is awesome.

1 It's just like *Quantum Leap* You can go back in time and right the wrongs of football. (I started by getting the Vikings a Super Bowl victory). 2 The polygons allow for some sweet animations.

3 I guess a football game should include all of the NFL teams, even though some just don't belong.



Despite the rumors, these are not doctored screenshots, this is how good the game looks.



Wrapping tackles are the way of the future!



This game has more stats than any game around, perfect for season mode.

MADDEN 64

Show me the Logos!

- SYS. NINTENDO 64
- PUB. EA
- DEV. TIBRON
- REL. DATE. FALL



Just last month, EA surprised the entire industry by showing off a near final version of *Madden 64*, yet one big thing was missing. What was absent was an NFL license, meaning no logos, no team names, no stadiums, and maybe even the wrong colors. We've heard rumors that the NFL will not allow EA to use the correct NFL team colors along with the logos and team names. What does this mean? Well, it means a game between the Vikes and Bears could feature one team in mauve and the other in fuchsia. Currently, however, EA is using the proper colors (purple and black for the football clueless) for all the teams and litigation is still in process.

Once on the field, *Madden 64* is a literally a polygonal version of *Madden '98* for the PlayStation. The game feels and plays nearly identical to the PlayStation version, meaning the two-player game is a great deal of fun and the one-player game ain't bad either. Given the choice, I'd still rather play *GameDay '98* for the PlayStation, but on the N64, *Madden* could very well be the best choice. No other *Madden*



Playing games over converted baseball diamonds is one level of detail EA beat everyone on.

The familiar *Madden* engine is still in place, making it easy to pick up and play.



has come as close to the magical *Madden '93* (for the Genesis) than *Madden 64*. The control is slippery, but responsive, and the player animations are much-improved from the 32-bit version. The player's license has been secured, so that superstars like Emmitt Smith, Barry Sanders, and Jerry Rice will all have their names on the back of the jersey.

The game plays like a fast-paced arcade style shootout, and the running game is actually better than the PlayStation version. *Madden 64* doesn't even come close to looking as good as *QBC 64*, but if the play is up to par, then the chunky former coach may be able to remain on top of at least one platform.



The band will form the shape of a Cheese Log and play the Green Bay anthem!



The polygonal players look even better when viewed up close.



1-3 Where are the team names, logos, and stadiums? No NFL license is one major setback for *Madden 64*. 4 Recognize this playbook? This game is an exact duplicate of *Madden '98*, except the players are polygons.

1 here may be no NFL license, but every player has his moniker on the back of the jersey.

2 No one does touchdown dances like EA. But then, does that really matter?

3 When compared with *QBC 64* and *GameDay* for the PlayStation, *Madden 64* just isn't that impressive graphically.



JEROME BETTIS - PITTSBURGH



PLAYERS INC.



ACCOLADE



It's late, and Jerome Bettis really should be getting his beauty sleep. But he can't tear himself away from the action and excitement of **NFL Player** interactive football games. They're the closest thing to playing the game itself, with all the **real NFL players and stats included**. So even though there are no linebackers around to steamroll at this time of night, Jerome can still get his fill of thrills. For the best in multimedia football action, make sure the game you pick says **PLAYERS INC.** And let Jerome's mom worry about telling him it's time for bed. www.nflplayers.com

GAME TIME

ANYTIME

NHL FACE OFF '98

Another contender in the crowded rink...

- SYS. PLAYSTATION
- PUB. SONY CE
- DEV. SONY INTERACTIVE
- REL. DATE. FALL



Fast becoming the most intriguing battle in videogame sports is the fight for hockey supremacy on the PlayStation. Luckily for us, it is an embarrassment of riches that is causing the confusion. *NHL Powerplay '98* has already been released and guarantees there is already one solid choice for the hockey gamer, however, coming down the pike are three more impressive looking games. *NHL Breakaway* from Acclaim is perhaps the most detailed simulation, with more hockey strategy than any of the others, while EA's vaunted *NHL* series continues on with *NHL '98*, which got a major face-lift from '97 and plays much better. And then there is Sony's big effort, *NHL Face Off '98*, which features polygonal players for the first time in the series.

The polygons, textures, and animations in *Face Off* make it the prettiest game of the pack, and detailed ratings and strategy settings give it great promise for play as well. However, the early version I've been playing isn't complete enough to make any judgements on how it plays. It does give a



The hi-res graphics of *Face Off* give the game a crisp look missing in the others.

Icon-passing returns in *Face Off '98*.

good look at some amazing animations, hi-res graphics, and smooth effects. The players

performs cross-overs, hockey-stops, and the stick even moves realistically on the ice. By using the hi-res mode on the PlayStation, the developers are able to make *Face Off* a beautiful looking game, and effects, like the flexing glass when players go flying into the boards, are details that could make all the difference in the world.

And since Mike has left on yet another vacation, let's just take a minute to examine this whole hockey game/ice conspiracy thing. Check it out — have you ever seen an NHL game without ice? No! Ha! I rest my case!



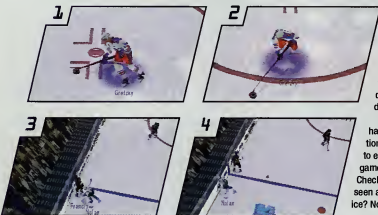
Taking a look at the players up close shows off the nice textures.



With three different camera angles, players can choose their own vantage point.



Score a goal and you get to see some light-sourcing — always a bonus.



1-2 Smooth animations in the players' skating gives the game a more realistic look and feel. 3-4 Monster checks into the boards cause the glass and boards to bow.

1-3 Working the one-timer is once again going to be key in *Face Off*. Examine all three of these pictures closely. I think you'll find that each one contains ice. The stuff is everywhere! We're really beginning to think there's some real connection between hockey and ice...



JIMMY JOHNSON VR FOOTBALL '98

Can JJ compete with the big boys?

○○○○

● **SYS.** PLAYSTATION

● **PUB.** INTERPLAY

● **DEV.** GAMETEK

● **REL. DATE.** FALL

The old saying 'three's a crowd' has never been truer than in the case of PlayStation football games. *VR Football* is in the unenviable position of trying to take market share away from two football giants, and in order to succeed, the product has to be far superior or very different.

The developers aren't laying claim to be the 'best'-looking game or even the best-played, instead they are claiming that *VR Football* is the most realistic. Using input from Jimmy Johnson, the developers at Gametek are trying to create the most accurate simulation on the PlayStation. One feature that sets *VR Football* apart from the competition is the

play-editor, which allows armchair quarterbacks, like myself, an opportunity to create the ultimate play-book. The version I have still isn't reviewable, so it wouldn't be fair to pit it against *Madden* and *Gameday*, but unless more plays are added and the gameplay is tuned, *VR Football* is going to be on the outside looking in.



I recently discovered that you can turn off this annoying arc, but it shouldn't even be set as the default.

- 1 The graphics in *VR Football* are close to *Madden*, but neither game looks nearly as good as *Gameday*.
- 2 The play-editor is the best feature in *VR Football*.
- 3 With the first down markers being indicated on the field, you know exactly how far you have to go.



NBA IN THE ZONE '98

What else could you want?

○○○○

● **SYS.** PLAYSTATION, N64

● **PUB.** KONAMI

● **DEV.** KONAMI

● **REL. DATE.** FALL

Until recently, *In The Zone 2* was the best playing basketball game around, but it still suffered from mountains of flaws.

This year, *ITZ '98* is out to fix those flaws and continue to evolve the best 32-bit basketball series. More simulation features, trades, stats, and an improved AI are all planned for the PlayStation version and if this isn't all PR, then *ITZ '98* could be one whale of a basketball game.

I also got my first glimpse of *In The Zone '98* for the N64, which is being developed by a separate team. The play of the two should be similar, but use of the analog controller and

the N64's advanced graphical powers should make the games a bit different. In the screen-shots I've seen, there are some very impressive polygonal-players with a much more rounded (and realistic) look than any other hoops game.

It's still too early to make a call on either version of *ITZ*, but both versions are already high on my wish list.



More details on players, like knee-braces and wristbands, add to the individualistic feel of the game.

- 1 New animations and defensive AI should make this year's *ITZ* a better one-player game.
- 2 N64 basketball. It's fantastic! Check out the detail on the players, even the calf muscles are rounded.
- 3 Hopefully by the time *ITZ 64* is finished, the courts won't be orange like this.



NFL GAMEDAY '98

A true next-generation sports game arrives.     

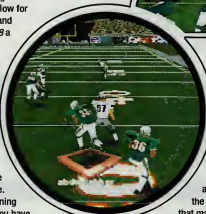
- SYS. PLAYSTATION
- PUB. SCEA
- DEV. SONY INTERACTIVE
- M.S.R.P. \$39.99



The wrapping tackles add a whole new element to the game.

The developers at Sony continue to elevate the level of football games by taking *Gameday '98* to the top of the football class. Last year, *Gameday* instituted total control passing and advanced moves that gave the player more control than ever before, so all they really had to do this year was add a few features and slap a '98 on it. Instead, the developers labored to create a polygonal football engine that has once again redefined the genre.

The polygonal players allow for texture-mapped uniforms and logos that give *Gameday '98* a look that no other football game can match. But even more significant than that are the superb animations that give *Gameday '98* a fluid, life-like appearance. The 3D players also occupy a real 3D space that changes the complexion of the game. Instead of magically running through flat defenders, you have to navigate through the open 3D space. This adds a new depth



The polygonal engine is a thing of beauty, and the logos on the helmets make the whole game look better.

Finding holes in the line makes the running game superior to anything done before.

and realism to the running game that makes an incredible difference in

gameplay. Another key addition in *Gameday '98*

is the new wrapping tackles, which look incredible, but also add new gameplay elements. Occasionally, a player will latch on to make a tackle. Then, by pressing enough buttons, you can slip the tackle. However, if you're on defense, you can press the buttons enough to drag down the ball-carrier. It makes for some true battles in the two-player game.

There has been an 'idiot' mode added for beginning players, but any veteran of the series will quickly skip past this. *Gameday* is the perfect combination of realism, control, and fun. Quite simply, there has never been a better football game than *Gameday '98*. Buy it if you have any sense in your head.



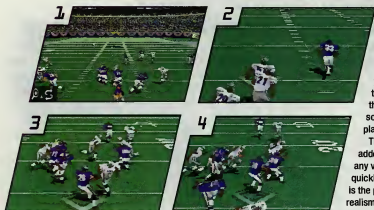
By mashing the buttons you can escape the tackle, or as the tackler, you can drag down the ball carrier.



Hits like this got Dennis Byrd a wheelchair ride...



And now, the band takes the shape of a Cuban refugee and plays the Miami fight song.



1-2 Roading the coverage is again key in *Gameday* and mastering the total control passing is the only way to beat the computer on the harder levels. 3-4 Some of the runs in this game are astonishing! The animation and graphics are so realistic you almost want to send these to ESPN for play of the day.

AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	10	BALANCE	9	INNOVATION	9
SOUND EFFECTS	8	DEPTH	9	EXTRAS	9
MUSIC	10	INTERACTION	10	PRESENTATION	10

9.4

MADDEN '98

Not the best team on the pitch...

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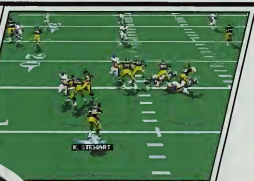
- **SYS.** PLAYSTATION
- **PUB.** ELECTRONIC ARTS
- **DEV.** TIBURON
- **M.S.R.P.** \$49.99



The developers claim to be streamlining animation off the CD, but only for the touchdown dances, which look much better than the game.

While the developers at Sony have been advancing the football genre in gameplay and graphics, EA has been trying to recapture the magic of *Madden '93*. While *Madden '93* was an excellent game, it is a five year old Genesis game. While the developers have done a credible job of regaining the arcade-style, two-player football game, *Madden '98* isn't able to keep pace with the mighty *Gameday*.

The first thing to look at is the graphics. Anyone who tells you graphics don't matter (including myself) is full of it. Graphics are essential in immersing the player into a believable environment, and while *Madden '98* isn't an ugly game, it doesn't look much better than *Madden '93*. This year, the players have numbers on the jerseys and the sprites are as good as can be expected, but the game can't even compare to



On the turf, the graphics in *Madden '98* aren't much of an improvement from the old Genesis games.

The running game in *Madden* is non-existent, and leads to games full of passing.

Gameday when it comes to graphics.

Another big element in the look and play of a football game is the animation, which is an area that *Madden* falls short in as well. The players still slide around and don't perform wrapping tackles (which is now an industry standard).

The big goal for *Madden '98* was fixing a flawed AI, and in some respects, the developers have succeeded.

However, after several weeks of playing, the money plays became evident and throwing for 800 yards became routine. Upping the difficulty level doesn't fix the AI, it just speeds up the players and causes many more sacks. It's not that *Madden* is a bad game, in fact, it's one of the better *Maddens* in years, it's just that it can't compete with the graphics and gameplay of *Gameday '98*.



The presentation in *Madden* is excellent once again.



Talk about getting old real fast, John himself gives generic comments about your team each week and they almost always contradict what he said the week before.

Head-to-Head

Here is a showdown in the big ten categories to see which pigskin game rules. Each game can score up to 3 in each category. As you can see *Gameday* is superior in nearly every category and the clear winner.

Categories	GD '98	MD '98
Graphics.....	+++	++
Playbooks.....	++	+
1 player game.....	++	+
2 player game.....	++	+
Running Game.....	+++	++
Passing Game.....	+++	++
Statistics.....	+	++
AI.....	++	++
Power.....	+++	++
Defense.....	+++	+

Overall 27 12

AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	7	BALANCE	7	INNOVATION	5
SOUND EFFECTS	9	DEPTH	9	EXTRAS	10
MUSIC	7	INTERACTION	7	PRESENTATION	10

7.7



nba® action 98



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Some players go in extremes to play **NBA Action 98**. They should. In this game, you're up against guys who'd like nothing better than to pound your puny torso into the court. We're talking every NBA player, every NBA team, all 29 Arenas. Team specific plays. Behind the back passes. Alley oops. It's all here. Chick Hearn even calls the plays. **NBA Action 98**. See how you measure up.



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To make the most of this game, please read the game manual.

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Next Month

Diddy Kong Racing

Intendo's big gaming surprise is reviewed and rated in the next issue of **ULTRA Game Players**. We're excited, you're excited, we're all excited!



Tokyo Game Show

We're sending our intrepid reporters to the Land of the Rising Sun to explore one of the biggest gaming events of the year — the Tokyo Game Show. Japanese companies will be displaying their wares and revealing secret titles galore. One of the biggest questions is: Will Namco unveil *Yekken 37*? Will Sega tell all about *Dural*? We'll tell you next month and with any luck, fill up half the issue with meaty Japanese gaming goodness.

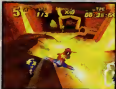
Know my spot, foo!

Just when you thought it was safe, Mike and Li'l Mike (the small wooden version of our sporting hero) have got the full scoop on the hoops. Get ready to dunk with *NBA Shoot Out '98*, *NBA Live '98*, and *NBA In The Zone '98*!

Bill is still evil

Bill Donohue is still completely evil. We tried to kill him using the seven daggers of Meggido, but he stole them and used them to cut up his Chicken Cookies and Lamb Surprise. Next month, we're launching him into the sun. It could be our only hope...

Issue 103 on sale October 14th!



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and info
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VIDEO GAMES: PLAYSTATION

Title	Release Price	Title	Release Price	Title	Release Price	Title	Release Price
ASCA Sphere 360	NOW \$69	Contra	NOW \$46	Game Shark	NOW \$50	MLB Hockey '98	NOW \$46
Ace Combat 2	NOW \$46	Contra & Concor	NOW \$46	Grand Theft Auto	NOW \$51	Nightmare Creatures	NOW \$49
Ace Combat 3	NOW \$49	Convincor	NOW \$46	Heavy Gear	C/98 \$46	Nuclear Storm	NOW \$46
Alundra	NOW \$49	Contra	NOW \$46	Hero's Adventures	NOW \$49	Old World	NOW \$49
Archeology Battle '97	NOW \$49	Cool Boarders 2	NOW \$49	Iron Horse 98	C/98 \$49	Q'nja Battle	NOW \$50
Aqua Prophecy	C/98 \$49	Courser: Corsic	NOW \$46	Just Ice	NOW \$49	PGA Tour '98	NOW \$46
Army Men	C/98 \$49	Crash Bandicoot 2	NOW \$49	Just War	NOW \$44	Pandemonium 2	C/98 \$49
Asio Grry V	NOW \$29	Cross Killer	C/98 \$50	MOK	NOW \$46	Parasite Eve	C/98 \$69
Auto Destruct	NOW \$46	Cross	NOW \$49	McMystologies	NOW \$46	Parmodino Wild T	NOW \$46
Auto War	NOW \$39	Cross 2	NOW \$49	MLB Pro Base 98	NOW \$39	Resident Evil 2	C/98 \$52
Battle Sport	NOW \$36	Cross Of Alive	NOW \$46	MLBA 97	NOW \$48	Ridge Racer	NOW \$44
Battlestations	NOW \$36	Death Keep	NOW \$52	Moac: Dark Age	NOW \$46	Sage Frontier	C/98 \$54
Battle Beyond the Beyond	NOW \$49	DeathTrap Dragn	NOW \$46	Madden 98	NOW \$46	Sign of the Sun	NOW \$50
Beatsake	C/98 \$46	Diablo	NOW \$54	Major League	NOW \$48	Soul Edge	NOW \$45
Black of Fire	NOW \$49	God World 2	NOW \$46	Major the Gattling	NOW \$50	Storm	NOW \$50
Breach of Fire 3	C/98 \$54	Granger Warrior	C/98 \$56	Master of Monsters	C/98 \$49	Stratopedes	NOW \$50
Brutensack Bowling	C/98 \$49	Ocean Knight	NOW \$50	Mediawarrior 2	NOW \$39	Sudden 2	NOW \$49
Bugger's	NOW \$46	Okie Nukem	NOW \$54	Medal Gear Solid	NOW \$36	Swagman	NOW \$50
Buzzards Blade	NOW \$44	Dungeon Keeper	NOW \$46	Monter Bay	NOW \$46	Tactics Ogre	C/98 \$49
Battle Brothers	NOW \$46	Dynasty Warriors	NOW \$46	Monter Bay	NOW \$44	Tale of the Sun	NOW \$46
C & C Red Alert	NOW \$56	FIFA Soccer 98	NOW \$46	Monter Bay City	NOW \$46	Tail Ships	NOW \$52
Cesar's Palace	NOW \$46	Felony 1179	NOW \$44	My21 Raven	NOW \$49	Ten Pin Alley	NOW \$44
Cardinal Sun	C/98 \$44	Final Fight Tactics	C/98 \$56	Namco Museum 4	NOW \$44	The Glave	NOW \$69
Cardroom	NOW \$50	Fins & Kined	NOW \$51	NBA Live '98	NOW \$46	Tomb Raider	NOW \$46
Card of Command	NOW \$46	Football Hunter	NOW \$46	NBA Live '98	NOW \$46	Touge Park 98	NOW \$46
Casaviera	NOW \$46	Frank's Fast	NOW \$46	NBA Live '98	NOW \$39	VLM Kick	NOW \$46
Caylighter 3	C/98 \$50	Frogger	NOW \$50	NFL Club 98	NOW \$46	Wing Arms	NOW \$44
Clock Tower	NOW \$44	GEX 2	C/98 \$49	NHL Face Off '98	NOW \$46	Xenopus 30	NOW \$44

VIDEO GAMES: SATURN

Title	Release Price	Title	Release Price	Title	Release Price	Title	Release Price
ASCA Fighter Stick	NOW \$54	Overnight Conflict	NOW \$44	Lunacy	NOW \$49	Resident Evil	NOW \$44
Arbit Odyssey	NOW \$52	Overlanders 3	NOW \$49	Lunar Gladiator Cut	C/98 \$46	Shining Holy Ark	NOW \$46
Barb Wire	NOW \$52	Oxalis	NOW \$54	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Batman and Robin	NOW \$44	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Battlestations	NOW \$54	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Bedlam	NOW \$52	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Bombberman	NOW \$52	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Breakdown Knight 2	NOW \$52	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Colours	NOW \$52	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Command & Conquer	NOW \$52	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Courier Corsic	NOW \$49	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
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Crypt Killer	NOW \$46	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42
Dark Legend	NOW \$39	On the Edge Arcade	NOW \$46	MLBPA	NOW \$44	Shining Wonders	NOW \$42

VIDEO GAMES: SNES

Title	Release Price	Title	Release Price
College Football '97	NOW \$54	NBA Live '98	NOW \$52
Demolition Man	NOW \$19	NHL Hockey '98	11/97 \$52
Donkey Kong Country	NOW \$46	Revolution X	NOW \$49
Dragon's Lair	NOW \$78	Revolution X	NOW \$49
Kid's Island	NOW \$19	Super Mario	NOW \$59
Lost Vikings 2	NOW \$44	Super Mario Kart	NOW \$34
Madden '98	C/98 \$52	Timon and Pumba	NOW \$32
Monte Carmel 3	NOW \$59	Toy Story	NOW \$49
NBA Hang Time	NOW \$52	WWF Action	NOW \$52

VIDEO GAMES: GENESIS

Title	Release Price	Title	Release Price
Fahrenheit	NOW \$19	NBA Hang Time	NOW \$52
Normal System	NOW \$19	NBA Live '98	11/97 \$52
Liberty or Death	NOW \$39	NHL Hockey '98	11/97 \$52
World of Warcraft	NOW \$39	NHL Hockey '98	11/97 \$52
Lunar 2	NOW \$52	Porphy Mail	NOW \$32
Madden '98	NOW \$52	Porphy Mail	NOW \$32
Mutant Fighter '97	NOW \$54	Porphy Mail	NOW \$32
Mutant Chronicles	NOW \$40	Porphy Mail	NOW \$32

VIDEO GAMES: NINTENDO 64

Title	Release Price	Title	Release Price
Blat Corps	NOW \$62	Killer Instinct Game	NOW \$72
Casaviera	C/98 \$78	Legend of Zelda	12/97 \$78
Caylighter 3	NOW \$78	Lost World	12/97 \$78
Conker's Quest	11/97 \$69	Major Curk Ayes	NOW \$79
Contra 64	C/98 \$74	Pilot Wings 64	NOW \$64
F-Zero 64	C/98 \$78	Star Fox 64	NOW \$69
Golden Eye	11/97 \$69	Super Mario 64	NOW \$69
Golden Eye 007	NOW \$78	Tetrisphere	NOW \$66
Just Ice	11/97 \$78	White Race	NOW \$72

VIDEO GAME HINT BOOKS

Title	Release Price	Title	Release Price
Breath of Fire 3	NOW \$11	ML Mysteries	NOW \$10
Conker's Quest	11/97 \$78	On the Edge	NOW \$12
Conker's Quest	11/97 \$78	On the Edge	NOW \$12
Conker's Quest	11/97 \$78	On the Edge	NOW \$12
Conker's Quest	11/97 \$78	On the Edge	NOW \$12
Conker's Quest	11/97 \$78	On the Edge	NOW \$12
Conker's Quest	11/97 \$78	On the Edge	NOW \$12
Conker's Quest	11/97 \$78	On the Edge	NOW \$12

BOARD GAMES

Title	Release Price	Title	Release Price
Ar Breen	NOW \$27	Kingdoms Chess	NOW \$13
Auto & Allies	NOW \$35	Lunar Money	NOW \$15
Battlefield 4th Ed.	NOW \$19	Pain Collector	NOW \$25
Car Wars Deluxe	NOW \$21	Rats	NOW \$24
Civilization	NOW \$29	Robo Rally	NOW \$33
Cyber Lords	NOW \$29	Samurai Swords	NOW \$33
Empire Builder	NOW \$25	Settlers of Catan	NOW \$30
Grand Prix	NOW \$19	Settlers of Catan	NOW \$30
Hobbit Adventures	NOW \$29	Stratego	NOW \$14

COMPUTER GAMES

Title	Release Price	Title	Release Price
Calculus	12/97 \$49	Pony	C/98 \$50
Dark Forces Jedi Knight	NOW \$53	Prothier	C/98 \$45
Dark Vengeance	NOW \$45	Quake	NOW \$46
Dark Vengeance	NOW \$45	Quake	NOW \$46
Dark Vengeance	NOW \$45	Quake	NOW \$46
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Dark Vengeance	NOW \$45	Quake	NOW \$46
Dark Vengeance	NOW \$45	Quake	NOW \$46
Dark Vengeance	NOW \$45	Quake	NOW \$46

COLLECTIBLE CARD GAMES

Title	Release Price	Title	Release Price
Bitch BP Merc	NOW \$3	MTG Mirage 50	NOW \$8
Battlefield Booster	NOW \$3	MTG Tempest BP	NOW \$3
Battlefield Starter	NOW \$8	MTG Tempest 50	NOW \$8
Or White Booster	NOW \$3	MTG Visions	NOW \$3
Or White Starter	NOW \$8	MTG WhiteKnight	NOW \$3
MTG Oath	NOW \$3	Star Wars BP	NOW \$3
MTG 5th Ed	NOW \$3	Star Wars 50	NOW \$3
MTG Chronicle BP	NOW \$2	X-Files Booster	NOW \$3
MTG Mirage BP	NOW \$3	X-Files Starter	NOW \$3

ROLE PLAYING GAMES

Title	Release Price	Title	Release Price
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AS&O Mini Manual	NOW \$20	Heavy Gear	NOW \$25
AS&O Players HB	NOW \$20	Heavy Gear	NOW \$25
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'FINAL FANTASY 7' Act out your mercenary dreams while saving the planet. Spectacular animated plot sequences, impressive storylines, three dimensional characters, unprecedented level of detail, great effects.
Sony (Roleplaying)
Release Date: **NOW PSX \$56**

'TIME CRISIS' Blast through the original arcade hit, with an all new shooting scenario. Comes with the most accurate gun available for PlayStation, which has a button allowing you to escape incoming bullets, not just shoot them.
Midway (Shooter)
Release Date: **NOW PSX \$69**

'MORTAL KOMBAT: MYTHOLOGIES' The Mortal Kombat saga continues with an all new storyline. Instant playability as you take on over 30 different enemies while exploring 8 new worlds. Real-time 3D lighting, fully rendered 3D characters.
Midway (Adventure)
Release Date: **NOW PSX \$46, N64 \$79**

'MLB FEATURING Ken Griffey Jr. '98' comes packed with over 1500 motion-capture animations and a stadium full of fans. Pinpoint control and a host of speciality pitches. Four modes of play, including exhibition, half or full-season, Penant race, or World Series.
Nintendo (Sports)
Release Date: **11/97 N64 \$74**

'SEGA AGES' The hottest hits of the 80s arcades are finally available on a home system. On a single cd, 'Sega Ages' features the blasting sci-fi madness of 'Space Harrier', the turn-kick 'out' of 'Outrun', and the top gun action of 'Afterburner II'.
Working Designs (Bundle)
Release Date: **NOW SAT \$40**

'MAGIC KNIGHT RAYARIN' Three Japanese school-ages girls must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!
Working Designs (Roleplaying)
Release Date: **NOW SAT \$52**

'DARK FORCES JEDI KNIGHT' In this long awaited sequel to Dark Forces, you battle a lost Jedi buried enemies and discover the secrets of the Jedi's dark burial ground. Master lightsaber combat and harness an arsenal of firepower. Develop your force powers and become a Jedi Knight or a dark Jedi. All new 3D environments and characters.
LucasArts (Action)
Release Date: **NOW PC CD \$53**

'LAST BRONX' It's winner-take-all urban combat set in the unforgiving confines of the asphalt jungle where fighters must use hand-to-hand weapons skills to survive. Multiple weapons to use, from munitchs to double sticks. Fight arenas modeled from actual urban locations.
Sega (Kick/Punch)
Release Date: **NOW SAT \$49**

'DRAGON DICE KICKER SET #2' contains new dice to flesh out your Dragon Dice forces, all awesome Firewalkers and Monsters of stunning molded red and blue. You need the basic set in order to play with this accessory.
TSR (Board game)
Release Date: **NOW BG \$6**

'MAGIC THE GATHERING 5TH EDITION' This deck contains 50 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.
Wizards of the Coast (Card Game)
Release Date: **NOW CG \$7**

'STAR WARS' This roleplaying game plunges you into the breathless thrills and pulse-pounding excitement of the greatest space fantasy of all time! Face overwhelming odds and impossible challenges. May the force be with you!
West End Games (Pen/Paper Roleplaying)
Release Date: **NOW RPG \$25**



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Network CONNECTION

LETTERS FROM OUR HEROES...

RINSE WELL...

Bill, you traitor! How could you turn on the almighty Gazuga after all he has done for you? He made you leader of the Army of Undead and Possibly Brain Damaged. Don't act like you don't know

what I'm talking about. On page 15 of issue 101, it stated that you were battling Gazuga at the edge of the universe. P.S. I hope Habeesh banishes you to the Pits of Lamentation. Brian 'The Cleansing Isn't over' Blackman Barnwell, SC

BILL>>> What the hell are you talking about? I never said anything... Ack! Feel... dizzy... what the...

EVIL ANTLER

GOOD>>> Say your prayers, worm! Soon will be The Rinsing and you and your pitiful lizards shall be cast into oblivion! Gazuga cannot help you. You will lick the mold-riddled walls of the Pits of Lamentation for eternity. I am coming! Prepare for doom! Ha, ha, ha! BILL>>> I really hate it when that happens...

SAY WHAT?

Every month I read your reviews and sometimes I like them and sometimes I don't. I especially don't like how you review N64 games. You seem to always give them low ratings, like War Gods. What were you thinking? War Gods is cool. It has realistic characters, awesome fatal moves, and to top it off, a big green sub boss! Who could ask for more? Sure, you gave early N64

games good ratings, but ever since you have given them sucky ratings. I know you won't print my letter because it talks about your reviews system, but deep down you know you could give better reviews. James Napier Fairplay, KY

FRANK>>> Huh? Wa gava Mario 64 a 10, and wa just gave Goldeneye a UGP award. Wer Gods got the mark we felt it deserved. Thara's no bias. Franky, since Wave Race and Mario 64, many N64 games have sucked quite royally. Wa rata 'am es we see 'am.

GERBIL BOY

Hey guys, what's going on? I need some help on FFIII for the Super NES. OK, now on the second half of the game, after everything blows up, I need to find a weapon called 'Striker' to bet in the Colosseum. Where's it at? Also, I can't find Locke (the thief). Where the hell is he at? I've been trying to find him for a month! Do me a favor and publish this right away, because I think an obscure government agency has me under surveillance and is awaiting word from Pentagon officials to remove me from this earth; all due to the disappearance of a genetically altered hamster.

Pete Anderst
Moberidge, SD

ROGER>>> Geez, like I remember anymore where anything is in FFIIII My advice is that you 'surf the net' (note the high tech catch phrase) and search for a FAQ or walk-through for FFIIII. As for your problems with the government, if you could just locate that hamster or make a 'contribution' to the Clinton Campaign Fund, that should take care of any of your 'inconve-

MEET THE TEAM

I'm thankful, because...



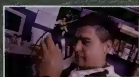
FRANK

The haggis famine has ended.



BILL

I get better lookin' every day.



ROGER

My eyesight is improving!



MIKE

I only have to shave once a week.



FRAN

I don't look like these Boozes!

nances'. I could tell you where that mutant hamster is, but unfortunately, since I am an officer and a gentleman, I cannot.

WILL WORK FOR GAMES

I have been a loyal fan of your magazine for six years. I like the way your magazine is put together. You give it a feeling of fun and friendship. I have two questions:
1. What kind of education do you need to be a videogame reviewer?
2. I am thinking strongly of one day

Now that Halloween is out of the way, we're all starting to get ready for Thanksgiving. Ah, Thanksgiving... with its day-long orgies of college football and, of course, that really huge, gut-busting feast. So we thought what better way to celebrate this issue than to give you a veritable feast of letters from people just like yourselves?

OK, stop crying. We've edited out all the REALLY weird letters and left just those that we feel represent the twisted psychs that most of our readers have. We've also got letters covering the gamut of gaming systems, so nobody should feel left out. Enjoy, and don't worry. We've coated these pages with a powerful antacid, so you can read all you want without fear of nasty acid reflux! Hey, write us!

Network Connections
ULTRA ORME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

being one of your guys and I was wondering what kind of job would be good to start on the right path? Thanks for answering my questions. Matt Williams
Summerland, British Columbia Canada

FRANCISCA>>> Before I get to your questions, Matt, I must say that the 'feeling of fun and friendship' comment was a bit startling. I always thought we gave off the image of Bill constantly running around threatening the lives of our loved ones and Mike and Roger persistently hitting on anything female and under the age of 16. But maybe that doesn't make the final cut of the mag or the disc, so you wouldn't know, am I right? Anyway, to answer your questions... 1. You really don't need any kind of 'official' degree or education to become a video game reviewer (it helps, though), but you do need to have a knack for GOOD writing (although we certainly don't always seem like the best role models for that one!) and a fairly comprehensive understanding of the industry and the games, which helps to understand what people are talking about when they start spouting off in 'industry lingo'. 2. Any position in the industry would help start you off in this business. And it's not too hard to get a job in it, either. Videogame testing or working in some sort of publishing or writing would be entirely beneficial to your objectives. It helps a great deal, as well, to get a feel for how nutty, fast-paced, and occasionally disappointing and silly (we're talking about

the business side of things, here) the videogame world can be. It's not all blue hedgehogs and free stuff, after all. Most of the time, it's persistence and dedication that will give you a bit more lasting power around these parts. But best of luck to you, Matt, and maybe someday we'll be fighting over the last controller to play Final Fantasy XXXII.

TRANSGENDER?

I've got a few questions for your weird selves! (except for Mikael He's cool!)

1. Why didn't you send me a Christmas Nights disc? (I had to go out and buy one!)
2. The first time I beat CN, I got credits and a cutscene. How can I do that again?
3. So how can I get one of those nifty Nights-caps shown in Nights goods?
4. Is Nights a guy or girl? Kieran J. Halle
Los Angeles, CA

MIKE>>> Thanks a lot for picking me as 'cool'. Now I

have to cut my message short and answer your questions.

1. You never asked me.
2. I would suggest erasing the memory on your Saturn and beating it again.
3. Call Sega and see if they are selling any.
4. That's a question we've all been a bit perplexed about. Both the boy and the girl turn into Nights, therefore he (I mean it) doesn't appear to have a sex. My best guess is that it is some kind of hermaphrodite.

Top Left: James Napier thinks War Gods is a great game. Let's not all laugh at once, OK?

Top Right: Kieran Halle wonders if Nights is a boy or a girl. Uh... just what kind of name is Kieran, anyway?

Center: The odds are five to one that Gazaga won't be able to step the Evil Antler God.

Bottom Left: Cloud makes his triumphant return in FFVII!

Bottom Right: Few people know that the common heronster has excellent night vision, plus he glows in the dark real good!



READER ART OF THE MONTH!



ARTIST: GARRY HICKS
SOMEWHERE IN VIRGINIA

SQUEAK
I TELL
YOU!

ASK THE INDUSTRY

This month's letter is addressed to Nintendo and it isn't really a question, per se, but we felt that Ajay's concerns regarding his system needed to be voiced. His opinion is in no way representative of UGP's views, but we realize that there are other readers out there who feel the same as Ajay. Any responses to this letter (either pro or con) should be sent to the usual address, c/o Ask the Industry and we may print them in future issues.

Dear Howard Lincoln,

Don't get me wrong, I am an avid fan of Nintendo and own all of your past systems, but I am very disappointed with the Nintendo 64. Sure, *Mario 64*, *Mario Kart*, *WaveRace*, and *StarFox 64* are good games but the only challenging game is *Mario 64*. I bent *Mario Kart* and *WaveRace* in one rental and I beat *StarFox* one day after buying it. All the third party games are either outdated or just plain suck. And the only reason those games sell is because people are looking for something to do with their N64 since they have beaten all of their other games.

On top of that, you expect us to buy the 64DD because of Nintendo's bad judgment when picking cartridge over CD and realizing that the present hardware wasn't capable of anything better than the stuff Nintendo was producing currently.

I don't mind if you keep on delaying your games and systems because, in the meantime, Sony will keep on gaining market on Nintendo. And until Nintendo gets their act together by making each game up to their usual quality standards, I'll stick to my PlayStation, which consistently provides challenging titles.

Ajay Tejwani
Troy, MI



OK, OK, so this is a vampire ducky. We tried to get a vampire chicken, but the store was out of 'em. Are you happy now?

POTSHOTS

BILL Filmsy did NOT, I repeat, did NOT invent the game *Biscuits*! I was her best friend over her on Signal Mountain, until I had to move to Phoenix. Arizona SHE STOLE MY GLORY! Oh, sure, she changed a few things, like about the vampire chicken who could turn into a ball of flame, but everyone loves vampire chickens. She knew you could not resist putting it in! It was all MY IDEA! And do you want to know her REAL NAME? It's Ashley Hutsell! There's my proof. She's a thief! P.S. Where's my sawed-off shotgun? I'll need it... or, ignore that... Vicky 'Sniper' Winchester Phoenix, AZ

BILL>>> Oh, sure, Vicky, we're supposed to drop everything and

believe that you invented *Biscuits*. Why, you even admit that Filmsy came up with the vampire chicken idea. You've got some nerve! What kind of low-life, sneak-thieving, shotgun-toting... uh... hey, you're right, Vicky! I believe you! Heck, we all believe you, right, gang? Good game idea, Vicky! Now what do you say we just put that mean old Mr. Shotgun down, OK?

ROACH MOTEL

First, I would just like to say that UGP is the best damn videogame magazine in the world. I would also like to note that I am a huge Sega hater. Nothing sicks me more than watching those lame Sega Saturn commercials on TV. I was so happy to hear that the Saturn was on its way to the roach-infested

garbage heap of dead consoles. I hope Sega's next console suffers a long lingering death at the hands of Sony and Nintendo.
Helmex Rivera
Perrine, FL

FRANK>>> Man, you don't like Sega, do you? I think you might change your mind when you see the specs on its next console, the *Black Belt/Dural*. Imagine arcade perfect versions of *VF3* or *Lost World* and you might just switch your allegiance. Still, it's a long way off. We'll have to wait and see.

PREHISTORIC

I like your magazine and all, but what happened? Is SNES now out of style to you people? I liked you better when you gave information about SNES games. Therefore, I'm a former fan of your magazine, which causes me to ask his question: "Will you please restart giving SNES game information (new games or old ones) ESPECIALLY on *Harvest Moon* (I want to know when it's coming to stores in Gadsden, AL)? Would you please do it?"
Nate Bodine
Gadsden, AL

ROGER>>> Aw, quit your whinin' Nate. We are in the age of next generation gaming. If you pick up the latest car magazine at the newsstand, you'll notice they no longer do stories on the covered wagon, either. Besides, *Harvest Moon* is a freakin' farming simulator! If you'd



THE JADED GAMER

ment beneath their apartment building. We each had one of those *Spy* water pistols and the object of the game was to ambush each other by being as sneaky as we possibly could. Of course, I am one sneaky guy. Hah, hah, hah... Before I go any further here, I've gotta explain something about Wide Walt. As you all know, you can't shoot a water gun in a game of *Dungeon Spy* without making some kind of gun sound. Everybody knows this and WW and I were no exception.

While I had the standard old kid's gun sound that sounds kinda like you're giggling with gravel, Wide Walt, for some weird reason, had a weird, high-pitched, squeaky gun sound that went 'Beedool Beedool'. I'm sure there was a reason for this, and I'm also pretty sure that you really don't wanna know it. So just

keep that weird 'Beedool' sound in mind.

Anyway, I was in ambush mode, hiding way back behind one of the huge boilers in the basement. I was straining to hear the sound of WW's steps as he got closer to my position. Suddenly, a door creaked open and Wide Walt jumped out of hiding and started firing like a madman! 'Beedool Beedool Beedool', Walt screamed, as he emptied his water gun into the building owner and his two prospective clients.

"What the hell is going on here, Walter?" the dripping wet owner bellowed. "What are you doing down here?"

Well, Wide Walt just kinda stood there for a few seconds, staring at the now more-than-moist trio.

"Uh... uh... me and my cousin Billy were playing *Dungeon Spy* down here and I

thought you were him. Really. Uh, come on out, Billy. Come on out, the game's over!"

Needless to say, I did a lot of things, like clutching my gut, and biting my hand so that I wouldn't laugh out loud, but I didn't come out.

"Uh... Billy, come on! The game's over. He, uh, he's really down here. Really..."

The building owner grabbed WW by the ear and dragged him upstairs to his mother, telling her that if Walter wanted to play with his imaginary friends, he'd have to do it somewhere else besides the damn basement!

So you can see why I'm pretty sure that Wide Walt and I invented the game of *Quake*. I'm also sure it's the reason I was elected Chief Gas Oven Lighter the time WW and I almost burned the building down trying to start the stove, but that's another story.

like to recreate the experience of the game, just hop on out to your front porch and watch the grass grow. Thrilling.

FRENCH WHINE

Here in Quebec we are great fans of UGP (at least me). Back in your 100th issue you said that Celine Dion is a Canadian. What's wrong with you, Francesca? SHE IS QUEBECKER! I hate that when American, French or English say that we are Canadian. Arrgh! Sure in the geographic book they say that we are in Canada but there is big difference between us. All over in Quebec, we speak French and in the rest of this not-so-hot country they speak English. Surprise, Madame Reyes. When we will proclaim our independence like you did, we (Quebeckers) should ally with the USA to conquer all the world! HAI HAI HAI HAAAA! Uhi What's my big problem? Merçi beaucoup! Napoleon go to Waterloo Montréal, Quebec

FRANCESCA>>> *Oops, sorry there... I guess I didn't take the potential secession 'riff' of the Great North Into account when I whittled that super lame response (sorry, Chris and Jenny!) in UGP #100. And another thing I just discovered on a recent jaunt to Quebec City is that the residents there often refer to you, Napoleon, as a strange, weird little man with some serious childhood issues to deal with. If I were you, I'd probably rethink any attempts at labelling myself a 'Quebecker' due to the current popular consensus regarding your personal history with warfare. Hey, I*

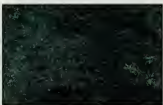
heard that the U.S. is looking to recruit some charismatic, overly ambitious, military fanatics with self-image problems (like we don't have enough of our own... that's how we populate some of our lovely cities), so you might want to check it out.

UH... DUH...

I just finished reading your 100th issue. It was really cool up until your letter section. Someone wrote a letter pretty much explaining the ending to *Tomb Raider*: I was currently playing the game, but since you were dumb enough to print the letter, the game was ruined for me! Now I have no reason to play it. Thanks a lot! P.S. I hope you decide to print this, so the kid who wrote the letter will realize how stupid he is. Eric Totten Rockaway, NJ

MIKE>>> *Calling one of our readers stupid is alright, and encouraged, but when you start to attack the staff of the finest game magazine in the world, you have bitten*

off more than you can chew. Right now, as you're reading this letter, Bill is on his way to your house with a bottle of whiskey and a cheese grater. I don't want to give away the surprise, but don't let him take that second shot or you'll be a key ingredient in Bill's next pizza!



Hey, Natal Here's one of the high points in *Harvest Moon*/Yeehaw! Just look at that grass grow!

Top Left: Contrary to popular belief, this is NOT a picture of Wide Wait...

Top Right: Helmez Rivera doesn't like the Saturn much, so send your hate mail to him. We get enough of our own...

Center: This pic of Fran was taken during her secret undercover mission to Canada.

Bottom Left: Since Eric Totten isn't gonna finish *Tomb Raider*, we decided to show him the bad guy he wouldn't get to fight.

Bottom Right: Once again, Bill shows his uncanny ability to float parallel with the ground...



I LOVE
ZE
CHEESE
AND ZE
WINE AND
ZEESE
CRAZY
BERETS!

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

JADED GAMER...

The Jaded Gamer still likes to hide out in dank, dark basements with a water gun. We don't know why he does this, but it's probably better than hiding out in public phone booths like he used to do...

GAME IDEAS!

Send in your ideas to Game Ideas, c/o *ULTRA Game Players*, 150 North Hill Drive, Brisbane, CA. 94005.

FAR OUT!

In my game, you play a confused hoogle mounted above a carefully placed arc of symmetrical pinnacles where four out of five people are zrip. You wonder about anorexic capitalists and frequently accept the realism of anti-elastic journeymen. After playing for two years, a few overexposed housing facilities return to incinerate your ever molding reservoir. Then you must start over.
Mike Chencharck
Rowny, PA

BILL: Hey Mike, I'm here to talk you down! Anyway, I think I played a version of your game back in the '80s, but I can't really be sure. Is there a part where someone's singing 'Somebody To Love' and you've got beads on and then you get drafted? I kinda remember that part...

HEY! OUT!

My game idea is called *Albert Belle's Baseball Roundtoss*. The object of the game is to beat up all the other team's players so the pitcher is the only one left. You make him cry when you tell him he has to pitch to you in his underwear until you don't hit a home run. The guy should only be there a couple of days.
Nathan Huney
Cleveland, TN

BILL: Wow, Nathan, we all know that the world needs another baseball game. Why, I'll bet that you're going to start a whole series of sports games, like *Mike Tyson's Boxing Barbecue* and *Jerry Seitzler's Hidden Handgun Hoodlum*!

NO CLUE

My game is called *Log Cabin of Death*. You beg your parents to reserve a log cabin in the woods and rent some skis and snow boards and an ice machine. Set the ice machine on the top of the stairs and set it on crushed. The one with the most bumps and bruises wins.
Matt Adkins
Mt. Airy, NC

BILL: Matt, you're supposed to come up with a videogame idea, not some dumbass game the whole family can enjoy! After all, what fun would, oh, let's say, *Doon't be, if Mom kept hoggin' the BFG?* No fun, Matt! No fun at all...

HE'S PLOWED

I'm farming, yea, farmin' cause das what dem farmers do. Yea, farmin', and plowin', and tendlin' de laynd. Yea, I'm De Farmer. Besides, if I didn't I'd hafta change mah name lah sometin like 'De Staple Removal', or 'Da Chicken Coop Guy.' Yea, das no life lah me, no sirree Bawbi Now, quick, to de Tracker mobtel Hurry, my esteemed protege, we must farm de laynd! Onward, Fluffy! Da Farmer Da Farm

BILL:>>> I want you to take a good look at this letter, people. You see this? This is what happens when you can't get quality videogames. Either that, or *Nate Bodine* never did get help with *Harvest Moon* and his mind has finally snapped. Hey Nate, is that you? No, don't talk, just plow one row for 'Yes' and two for 'No'.

RAM THIS!

I've heard a lot of games are not going to be on the N64 because of the inadequate amount of memory space or RAM or something like that, but what I want to know is why they just don't put a game on two cartridges, like they do with CDs?
J. Peyton
Rockledge, FL

FRANK:>>> Well, the reason is twofold and simple. For one thing, you can put as much RAM on a cart as you like, it's just darned expensive, but there would never ever be any need for two carts. For another thing, to switch carts, you'd have to turn off the N64 - which would be an irritating pain in the butt, requiring battery back up or memory pak save.

FREEBIES?

I own an N64 and was pondering

over this inquiry:

1. Since I live in Kentucky, all these games that you're talking about for my N64 are not around yet. Could you give me an address for a mail order catalog that is in a big league state, like New York or California, that buys the biggest amount of Nintendo's games and would have them first?
2. Could you tell me and all the other people that read this *GROOVY* mag how you get Nintendo to give you all those unfinished games so you can play them and laugh in our faces?
Aaron McGill
Mayfield, KY

ROGER:>>> Well, Aaron, I know life in the Blue Grass state must be rough, but I doubt that there's a significant difference between when a game is released in California as opposed to anywhere else in the U.S. Generally, if you place an advance order with retailers like *Toys R Us* or *Electronics Boutique*, you'll have the game in your hands the same day that it becomes available everywhere. If for some reason a game is unavailable in your area, you can't go wrong with the guys at www.therage.com. As for Nintendo giving us unfinished versions of their games, we had to promise that all of our first borns will be Mario fans and let them use Bill's likeness for Wario.

S.O.S!

I have a question on the game *Wild Arms*. I'm stuck at a place in the Floating Island where you need a hook item to get across. Please help me out. I can't find the place where



Hey, wait a minute. Bill isn't floating above the ground! He's just standing there with his neck bent. What a moron...

THE FAN SITE OF THE MONTH

masachia's UGP homepage <http://www.geocities.com/timesquare/castle/8805>

We have never really shied away from a little shameless plugging for our fine magazine. This month's FanSite of the Month proves it. It seems that one of our readers, Masachia, has taken the time to research past issues of UGP to run some fairly goofy,

but entirely accurate, bios on all of our editorial staff members. When he points out that Frank's ultimate purpose for running the mag is to spawn some sort of Virtual Boy revivalist revolution, you know Masachia's right. Also featured on the

page is an archive of all the back issues of GP from when the format changed to *Ultra GP*. And don't miss Masachia's interview with the not-so-dearly departed, Bobe. After all, who can really refuse to visit a site that has a recipe for Chicken Cookies?

1 Masachia scrutinizes the public lives of UGP's editors.
2 This guy knows his back issues.
3 The archive of previous UGP covers provides some nice history.
4 The maindraw to the site has to be Masachia's strange notion... like all other we wanted to know about Gamer XI!



you can get the hook tool. Please help me!
Phoebe Chuason
Irvine, CA

FRANCESCA>>> Jack's Grapple is one of the more elusive, but most helpful tools in the game. If you had problems finding it, it was probably because you only needed to take few more steps in the right direction. First off, you must defeat the Praying Mantis sub-boss in the Pleasing Garden which is floating around the desert. Once you do this, simply take the boss' head (it should be lying on the ground after he's been defeated) and toss it at the 'crystal'-looking trigger in the same room. Doing this will lower the purple gate to the south of the room. Voila! Enter the southern room and pick up the Grapple! Your next objective afterwards is to find the Bracelet of Dan's (he's in the town nearby) dearly departed wife. Good luck!

GAME WARDEN

I heard you can install PlayStation games on the PC. Is this true? If yes, how do you install it? Is Mike Salmon a fish?
P.S. How did Mike become a fish?
Christian Garrocho
Elk Grove, CA

MIKE>>> Since you live in Elk Grove, you must be a deer and that explains the high-intellect level of your questions. No, you cannot install PlayStation games on the PC, unless, of course, you've pirated a gold-disc and are currently burning copies to sell in Hong Kong - or you

own a Yaroze development machine and are making strange shooters that run off your PC via the trendy black PlayStation. Yes, I am a fish! It's a tragic story how it all happened, but I think your mother should be the one who tells you the whole story.

DUH... PART 2

How come when I send a letter, it never gets published, but sometimes I'll see a letter with the same subject with someone else's name under it?
Wilbur Whately,
Dunwich, MA

BILL>>> Gee, Wilbur, we wondered when someone was finally gonna catch on to what we were doing with the Network section. See, the truth of the matter is, all of us on the staff have a lot of really close friends and family members who are always asking us for all the cool free stuff we get — you know, the T-shirts, the games, the color TVs, those really big limos, the free trips on the Space Shuttle... So, in order to keep our close friends'

big mouths — not to mention our loot-swiping relatives' greedy maws — shut, we change all the names on all the letters to their names. That way, they can at least read their names in the mag and we get to keep all the cool free stuff, like the weekends in Paris and the solid gold Rolex watches. We know it's a cheap shot, but just imagine the horror of printing some of the names that really come in these letters. Hell, we got one letter from some weirdo named Cing Donsabael! Like he didn't make up THAT name. Too much, huh?

Top Left: Phoebe Chuason is stuck in Wild Arms. Gee, we didn't think that would happen until From Night...

Top Right: Hey, look! This H64 uses a cartridge! Oh... wait... they all do...

Center: This picture was drawn by Eric Castellanos, our Associate Art Director. Pray for him...

Bottom Left: Well, there goes Mike, heading upstream to spawn. Must be Friday night...

Bottom Right: Oh, great... first I'm Cheese Man, and now I'm a damn sandwich...

SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

GAME IDEAS...

That's right, gang, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice 8 X 10 glossy autographed picture of Bill? And second prize could be two of the damn things...

GLUG,
GLUG...

SOMEONE HAS CAPTURED MY LEAN, MEAN PHYSIQUE TO PERFECTION! AND I CAN EVIDENTLY DRIVE A TRACTOR, TOO!

Tractor mobile

DIDDY KONG RACING

banana residue

elephant tusk impact

tire mark

third-degree lava burn



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